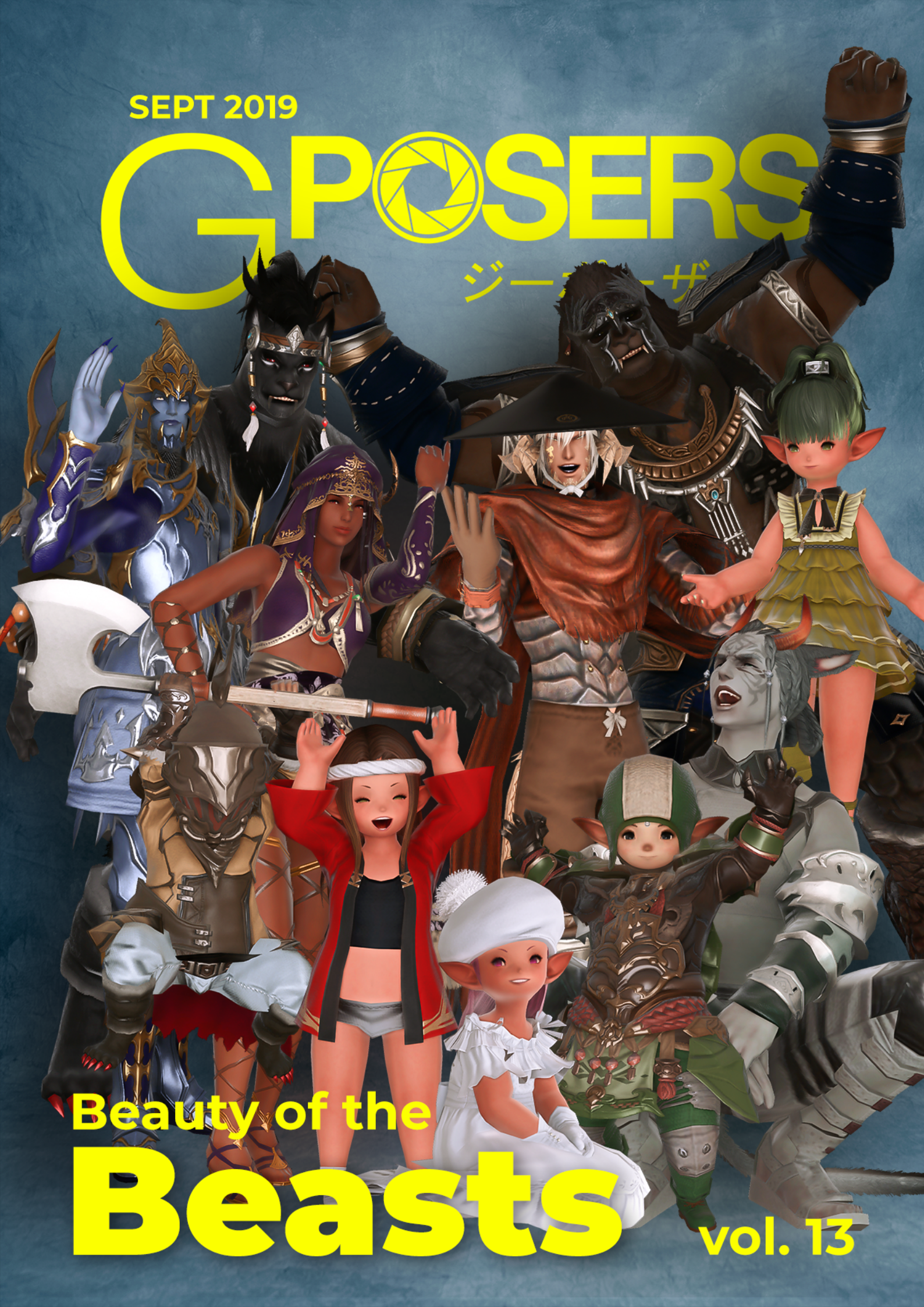

SEPT 2019
GPOSERS
ジーポーザ
Beauty of the
Beasts
vol. 13

TABLE OF

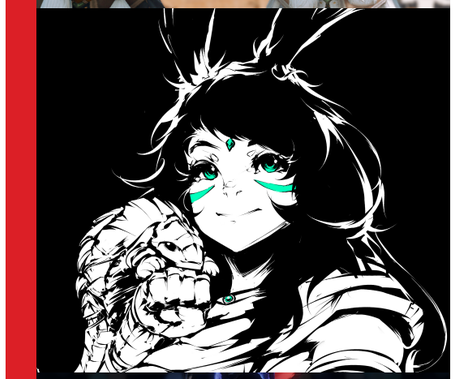
006 SOCIAL MEDIA
SNSページ
SNS페이지
Follow us on social media and join us on discord!

005 COMMUNITY COLLECTION
コミュニティ・コレクション
커뮤니티 컬렉션
A showcase of the community's best screenshots of the month.

039 COMMUNITY COUTURE: WILD GUISE
コミュニティ・クチュール: 蛮族の装い
커뮤니티 양재: 야만 투영
The community shared and voted – here are your favorite beast tribe inspired glamours!

089 THE GATE TO THE GARDEN
ガーデンへのゲート
정원의 문
A peek into Shadowbringer's high-end duty community.

103 EORZEA COLLECTION'S FINEST
エオルゼア・コレクションの最高級
에오르제아 컬렉션의 최상의
The selected glamour features from Eorzea Collection's Finest!



CONTENTS

111 THIS ONE'S THE MAN
アタピはオトコでふっち
난 이 사람이야닷치
Mischief is afoot in Gridania, but who is the real culprit?!

125 BIRTHDAY MONTHLY
メンバー達の誕生日
회원들의 생일
Community birthdays of September 2019.

127 ARTIST SHOWCASE
アーティスト・ショーケース
예술가 쇼케이스
Featuring AndyFace.

135 COMMUNITY INTERVIEW
コミュニティ・インタビュー
GPOSERS회원의 인터뷰
Interview featuring Johto!

143 HIDDEN GEMS
掘り出し物
숨겨진 보석
Beautiful spots in Eorzea and beyond that you can't afford to miss.

151 BEAST TRIBES: ARE THEY WORTH IT?
蛮族:価値がありますか
야만족: 가치가 있는건가요?
Love them or hate them, they're here to stay. But does Serenaya think they're really worth it? Read on to find out!

171 LEEJA'S HOUSING CORNER
LEEJAのハウジング・コーナー
LEEJA의 하우징 구석
Come relax with Leeja in this month's Housing Corner!

195 STAFF INTRODUCTIONS
職員プロファイル
직원들의 프로필
Meet Alma, Avianne, Clare, Lady Arkana, and Leeja!

207 THE PHOTOSMITH
ザ・フォトスミス
더 포토스미스
Join Freya Bloodmorne in The Photosmith and learn more about Color Theory.

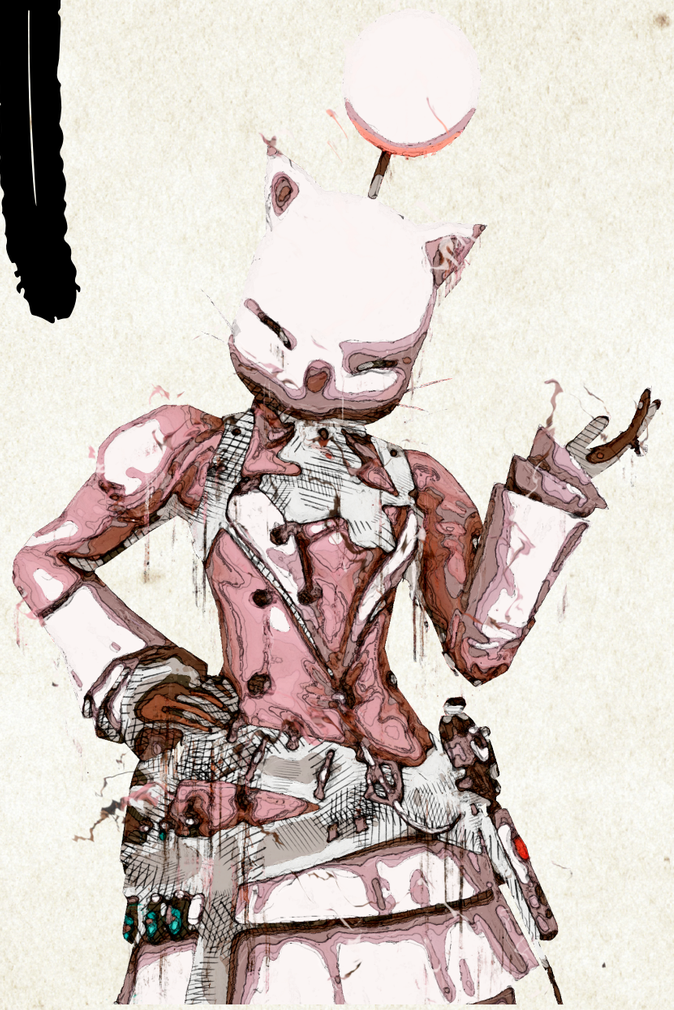
225 FULL-TIME PHOTOSHOP WITH SENPAI
SENPAIと「フルタイム・フォトショップ」
SENPAI와 풀타임 포토샵
Learn how to create an in-depth action scene with Senpai.

Beauty of THE BEASTS

STAFF

MAROT SATIL

EDITOR, LEAD AUTHOR,
QUALITY ASSURANCE



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Rexifer Zaphnathpanea
Cinnamon
Baiju Dhoro (Mateus)
Kinsara
Alma Emma
Re Plenished
Alastor
Kromheim
Tayang, A Spider
MikeAymeric
Leyayaya
Scar, Blue Cat
Maya Yuujinchou
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CHECK OUT OUR NEW WEBSITE! @

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THANK YOU!

WE'VE REACHED

LVL 3!

Thank you to all the supporting **GPOSERS** and we hope you continue to follow us on our journey!

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Community Collection

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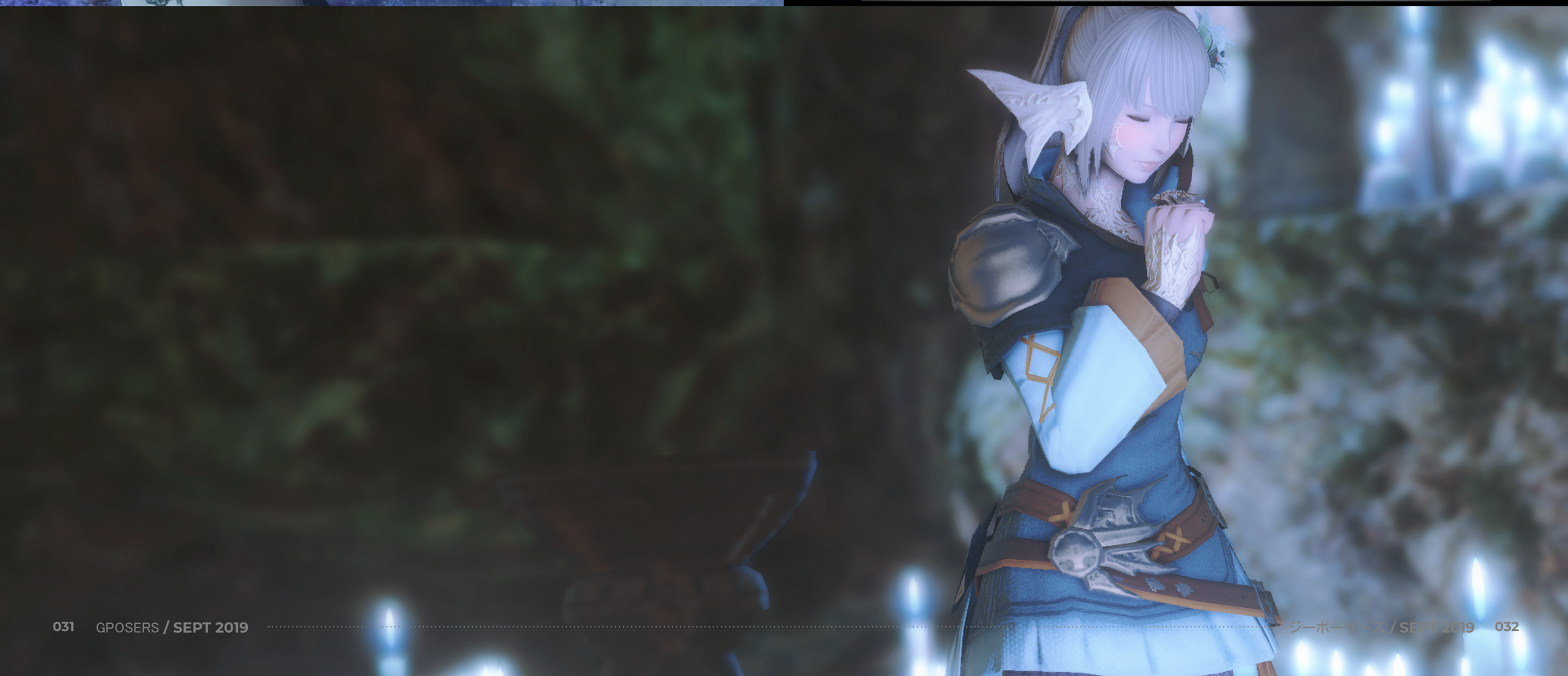

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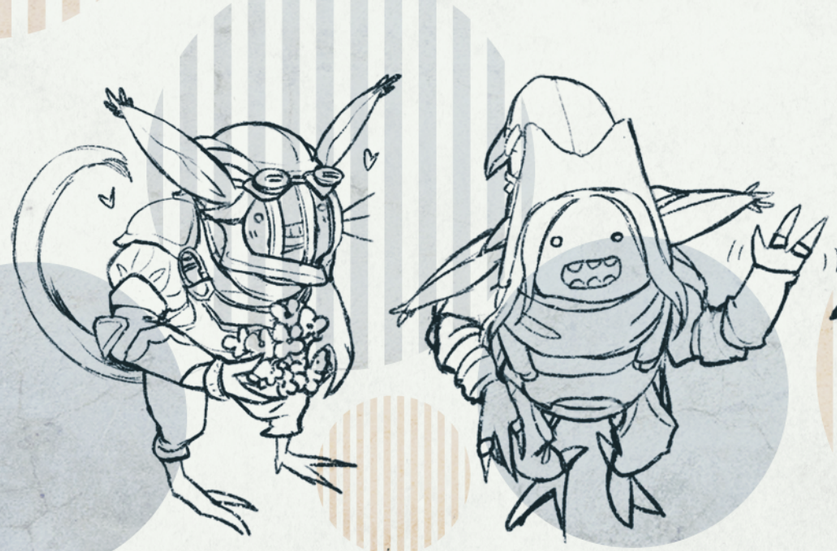
JOIN US IN DISCORD
TO SHARE YOUR XIV EXPERIENCE WITH US!

GPOSERS COMMUNITY COUTURE

WILD GUISE



Ananta

BROODMOTHER

Garnished in delicate cloth and lavish jewelry featuring splendid hues of gold and silver, Ananta Broodmothers are the matriarchs of their tribes. Fortunately for anyone interested in matching their iconic style, looking the part is easier than ever. No tail necessary.

GEAR LIST
FOR ANANTA BROODMOTHER

WEAPON: WHITE OAK CANE
Dye: Gobbiebag Brown
Obtained: Crafted (CRP Lvl. 71) / Itto - Kugane (39,744 Gil) / Market Board

HEAD: KOPPRANICKEL TEMPLE CHAIN
Dye: Gobbiebag Brown
Obtained: Crafted (GSM Lvl. 63) / Muto - Kugane (20,778 Gil) / Market Board

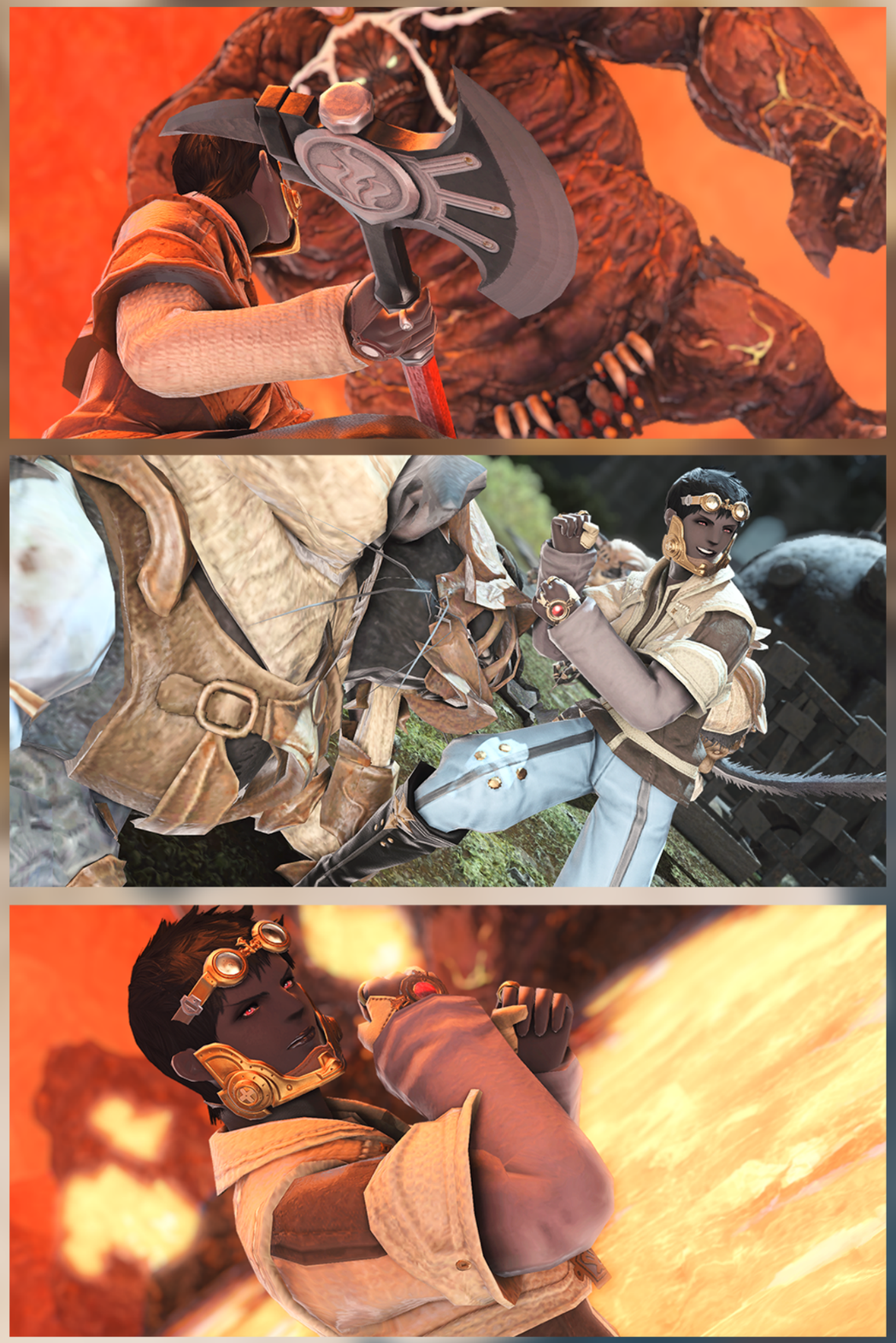
CHEST: BLOODHEMPEN CHEST-WRAP OF HEALING
Dye: Gloom Purple
Obtained: Crafted (WVR Lvl. 61) / Norlaise - Ishgard - The Pillars (33,323 Gil) / Market Board

PANTS: FLAME ELITE'S LOINCLOTH
Obtained: Hunt Billmaster - Ul'dah - Steps of Nald (1,000 Allied Seals)

SHOES: GAGANASKIN SANDALS OF HEALING
Dye: Gloom Purple
Obtained: Crafted (LTW Lvl. 61) / Norlaise - Ishgard - The Pillars (19,994 Gil) / Market Board

789th ORDER
Quarryman

Just because you're a member of the least respected Order in the whole of your species' society doesn't mean you can't dress in style! Your overseer will be more than stunned when they see your shiny goggles and ruby ringbands, maybe even enough to distract them from the rocks you tried to pass off as ore.



GEAR LIST
FOR 789TH ORDER QUARRYMAN

WEAPON: MYTHRITE WAR AXE
Obtained: Crafted (BSM Lvl. 51) / Elbert - Ishgard - The Pillars (22,587 Gil) / Market Board

HEAD: SKALLIC GOGGLES OF FENDING
Dye: Ul Brown
Obtained: The Drowned City of Skalla

CHEST: RAPTORSKIN JERKIN
Dye: Ul Brown
Obtained: Crafted (LTW Lvl. 47) / Domitien - Old Gridania (7,191 Gil) / Market Board

GLOVES: BOARSKIN RINGBANDS OF FLAMES
Dye: Ul Brown
Obtained: Crafted (LTW Lvl. 43) / Domitien - Old Gridania (5,344 Gil) / Market Board

PANTS: SKALLIC TROUSERS OF FENDING
Dye: Sky Blue
Obtained: The Drowned City of Skalla

SHOES: SKALLIC BOOTS OF FENDING
Dye: Soot Black
Obtained: The Drowned City of Skalla

RING 1 & 2: BRASS RING
Obtained: Crafted (GSM Lvl. 20) / Ilorie - Old Gridania (416 Gil) / Market Board

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DEEP SEA KOJIN

The Kojin are a welcoming kind and highly skilled at trading. Being most comfortable in the water, the Kojin inhabit many oceanic settlements. They believe that all things contain unique gods inside them, so they hoard these items to bring peace and prosperity to their lives.

GEAR LIST
FOR DEEP SEA KOJIN

HEAD: GENJI KABUTO OF FENDING
Dye: Marsh Green
Obtained: Deltascape V2.0 (Savage)

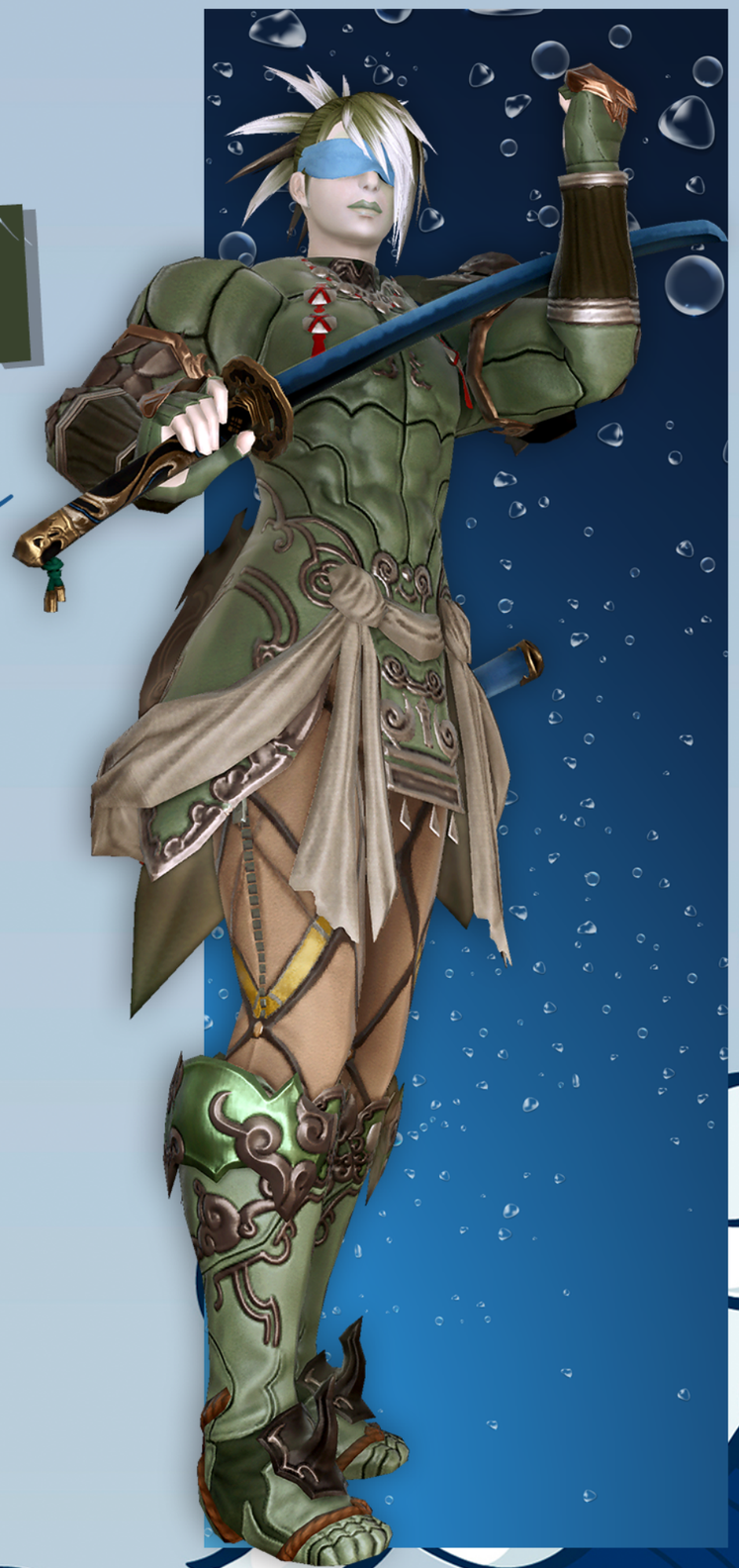
CHEST: BEARSMAW CUIRASS
Dye: Olive Green
Obtained: Storm Private - Wolves' Den Pier (1,000 Wolf Marks)

GLOVES: NIGHTSTEEL GAUNTLETS OF FENDING
Dye: Mole Brown
Obtained: Crafted (ARM Lvl. 70) / Market Board

PANTS: GAGANASKIN HOSE OF FENDING
Dye: Mole Brown
Obtained: Independent Merchant - Rhalgr's Reach (33,323 Gil) / Market Board

SHOES: SUNE-ATE OF THE BLUE
Obtained: Shikitahe - The Ruby Sea - Tamamizu (4 Kojin Sango)

KOJIN
of the Blue



BY MATAHINA UMIGAME
FROM BALMUNG

drpoxo.tumblr.com

A walking, talking turtle? Preposterous! One does best to replicate the earthly greens of the hardened shell of the Kojin of the Blue tribe. Warriors and crafters alike, many wield the katana in defence of the relics they treasure.

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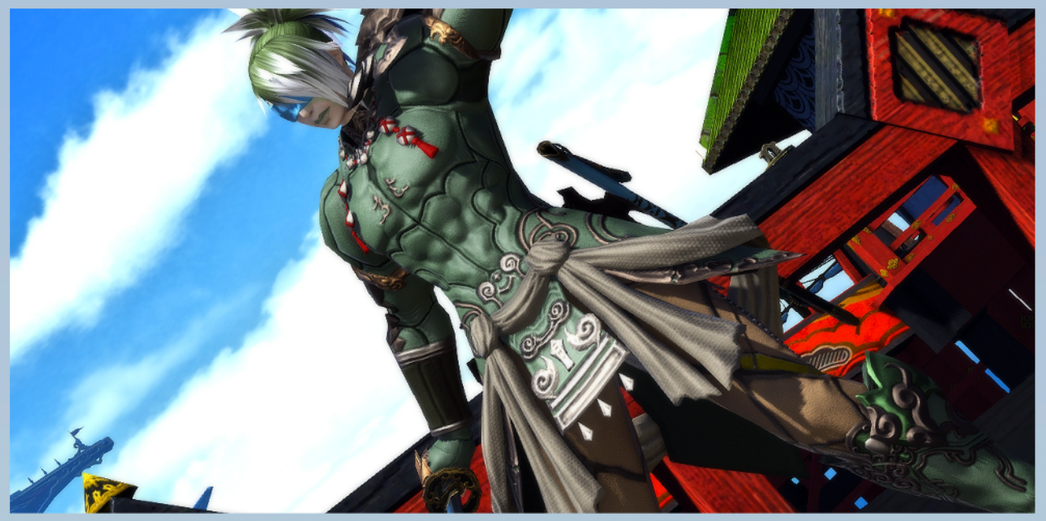

GEAR LIST
FOR KOJIN OF THE BLUE

WEAPON: KANESADA KAI
Dye: Sky Blue
Obtained: Eschina - Rhalgr's Reach (500 Poetics Tomes, Ryumyaku Solvent)

HEAD: HEAD BANDAGE
Dye: Sky Blue
Obtained: Ant Juice (Sidequest)

CHEST: JACKET OF THE RISING DRAGON
Dye: Adamantoise Green
Obtained: Storm Private - Wolves' Den Pier (2,000 Wolf Marks)

GLOVES: PUNCHING GLOVES
Dye: Adamantoise Green
Obtained: Crafted (LTW Lvl. 50) / Market Board

PANTS: SCION TRAVELER'S TROUSERS
Dye: Shale Brown
Obtained: A Requiem for Heroes (Main Story Quest)

SHOES: GAITERS OF THE RISING DRAGON
Dye: Adamantoise Green
Obtained: Storm Private - Wolves' Den Pier (1,000 Wolf Marks)

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IXALI

BOLDWING

After their exile from the Black Shroud, the Ixal now claim the harsh and frigid mountains of Xelphatol as their domain. Nevertheless, the Ixal frequently continue logging in the forest for both practical uses and offerings of worship to Garuda.

GEAR LIST
FOR IXALI BOLDWING

WEAPON: SPIKED STEEL LABRYS
Obtained: Geraint - Old Gridania (1,049 Gil) / Crafted (BSM Lvl. 28) / Market Board

HEAD: CATOBLEPAS HORNS
Obtained: Storm Sergeant - Wolves' Den Pier (20,000 Wolf Marks)

CHEST: COLISEUM GALERUS
Obtained: Dzemael Darkhold / Market Board

GLOVES: PUNCHING GLOVES
Obtained: Crafted (LTW Lvl. 50) / Market Board

PANTS: TWINSILK SLOPS OF FENDING
Dye: Charcoal Grey
Obtained: Crafted (WVR Lvl. 69) / Independent Merchant - The Peaks - Ala Ghiri (36,267 Gil) / Market Board

SHOES: CRYSTARIUM GREAVES
Dye: Charcoal Grey
Obtained: The Oracle of Light (Main Story Quest)

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LOST AND FOUNDLING

BY LILY EVERLY
FROM ODIN

lily_everly
lily.ffxiv

In the gentle colors of nature, this outfit is less fashionable and more comfortable and practical to help getting accustomed to the peaceful, quiet life of the Nu Mou.

GEAR LIST
FOR LOST AND FOUNDLING

WEAPON: EASTERN JOURNEY BATTLE STAFF
Obtained: Mog Station

HEAD: CHIMERICAL FELT TURBAN OF CRAFTING
Dye: Goobbue Grey
Obtained: Crafted (WVR Lvl. 60) / Gyosho - The Azim Steppe - Dhoro Iloh (14,968 Gil) / Market Board

CHEST: BRIGHTLINEN TABARD OF MAIMING
Dye: Cactuar Green
Obtained: Crafted (WVR Lvl. 71) / Doddard - The Crystarium (36,432 Gil) / Market Board

GLOVES: COTTON HALFGLOVES
Dye: Soot Black
Obtained: Crafted (WVR Lvl. 15) / Domitien - Old Gridania (336 Gil) / Market Board

PANTS: HEMISKIN BRAIS OF MAIMING
Dye: Cactuar Green
Obtained: Crafted (LTW Lvl. 70) / Market Board

SHOES: SERPENTSKIN FRINGE BOOTS
Dye: Ash Grey
Obtained: Crafted (LTW Lvl. 60) / Gyosho - The Azim Steppe - Dhoro Iloh (19,008 Gil) / Market Board

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No Nu Mou Like You!

Show the world your lasting loyalty and love of mankind by dressing up alongside the Nu Mou. You may not be fuzzy and have ears down to your waist, but you sure can act the part.

GEAR LIST
FOR NO NU MOU LIKE YOU

WEAPON: WOLF CANE
Obtained: Crafted (CRP Lvl. 50) / Market Board

HEAD: STAR VELVET HOOD OF HEALING
Dye: Shale Brown
Obtained: Crafted (WVR Lvl. 60) / Market Board

CHEST: ACOLYTE'S ROBE
Obtained: Sastasha / Tam-tara Deepcroft / Copperbell Mines

GLOVES: VANU VANU ARMS
Obtained: Luna Vanu - The Sea of Clouds - Ok' Gundu Nakki (30,000 Gil)

PANTS: MUN'GAEK TROUSERS
Dye: Bone White
Obtained: Mog Station

SHOES: HARD LEATHER SHOES
Dye: Shale Brown
Obtained: Crafted (LTW Lvl. 11) / Domitien - Old Gridania (256 Gil) / Market Board

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OVERSIZED pixie

BY LUNNIE KWANDA
FROM MOOGLE

I am a Pixie, whatever you say!
I'm greener than any sprout;
taller than any tree;
playful like all my little friends ...
... and the adorable sapling of our beautiful King (but shhh!).
Oh, my Pixie Dust? I have it here - why do you think my clothes are so shiny?

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GEAR LIST
FOR OVERSIZED PIXIE

WEAPON: PALLADIUM STAFF
Dye: Lilac Purple
Obtained: Crafted (GSM Lvl. 70) / Market Board

HEAD: BLACK DAISY CORSAGE
Obtained: Crafted (ALC Lvl. 53) / Market Board

CHEST: AUGMENTED HAILSTORM COAT OF CASTING
Dye: Metallic Green
Obtained: Hismena - Idyllshire (410 Poetics Tomes, Illuminati Taut Gobtwine)

GLOVES: LUCIAN PRINCE'S FINGERLESS GLOVE
Dye: Grape Purple
Obtained: Future Mog Station Item

PANTS: HEMPEN PANTALETTES
Dye: Olive Green
Obtained: Crafted (WVR Lvl. 2) / Maisenta - New Gridania (39 Gil) / Market Board

SHOES: GAMBLER'S BOOTS
Dye: Grape Purple
Obtained: Gold Saucer Attendant - The Gold Saucer (30,000 MGP)

EARRINGS: COPPER EAR CUFFS
Obtained: Crafted (GSM Lvl. 11) / Ilorie - Old Gridania (224 Gil) / Market Board

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SAHAGIN
Matriarch

Pshhh... What if one of the sssecretive few among the Sahagin femalesss were to embrace another dessstiny? Defy expectationsss with this fierce yet ornate ensssemble, and revel in the fear of your enemiesss as they witnesss your advance.

GEAR LIST
FOR SAHAGIN MATRIARCH

WEAPON: GHOST BARQUE PARTISAN
Dye: General-purpose Metallic Gold
Obtained: Sirensong Sea

HEAD: RAVEL KEEPER'S HEADBAND OF MAIMING
Dye: Dalamud Red
Obtained: The Qitana Ravel

CHEST: RAVEL KEEPER'S VEST OF MAIMING
Dye: Dalamud Red
Obtained: The Qitana Ravel

GLOVES: CLAWS OF THE BEAST
Dye: Soot Black
Obtained: Gold Saucer Attendant - The Gold Saucer (30,000 MGP)

PANTS: GHOST BARQUE CULOTTES OF MAIMING
Dye: Dalamud Red
Obtained: Sirensong Sea

SHOES: GHOST BARQUE SANDALS OF MAIMING
Dye: Dalamud Red
Obtained: Sirensong Sea

EARRINGS: MANDERVILLE EARRINGS
Obtained: Rising Event (2018) / Future Mog Station Item

NECK: RONKAN NECKLACE OF SLAYING
Obtained: Aymark - Eulmore (180 Goetia Tomes)

BRACELETS: CAMPHORWOOD ARMILLAE OF SLAYING
Obtained: Crafted (CRP Lvl. 60) / Market Board

Sylphic Dream

Prance through the trees and sing with the bees, you are free to dream of green. Whether you're a giant or a tiny cabbage, with this lovely pile of frills, you'll fit right in among the flowers. Now let's go and play in the forest!

GEAR LIST
FOR SYLPHIC DREAM

WEAPON: APPLEWOOD CANE
Dye: Nophica Green
Obtained: Crafted (CRP Lvl. 73) / Market Board

HEAD: HALLOWED CHESTNUT MASK OF HEALING
Dye: Adamantoise Green
Obtained: Crafted (CRP Lvl. 56) / Market Board

CHEST: EDENGRACE ROBE OF HEALING
Dye: Adamantoise Green
Obtained: Eden's Gate: Sepulture (Savage)

GLOVES: SWALLOWSKIN GLOVES OF HEALING
Dye: Nophica Green
Obtained: Crafted (LTW Lvl. 79) / Market Board

SHOES: TRUE GRIFFIN SANDALS OF HEALING
Dye: Chocolate Brown
Obtained: Crafted (LTW Lvl. 70) / Market Board

EARRINGS: CHRYSOLITE EARRINGS OF HEALING
Obtained: Crafted (GSM Lvl. 60) / Market Board

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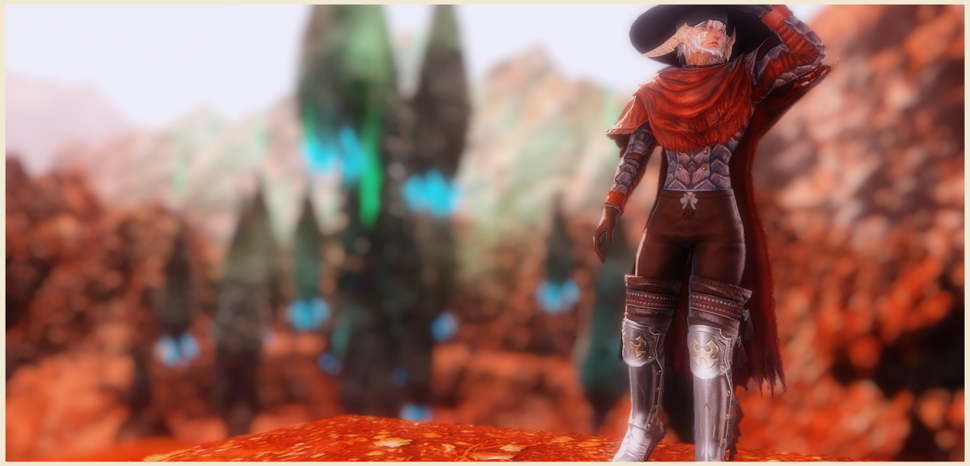
VATH

STORYTELLER

Take a seat and listen to what this storyteller has to say of their past. The Gnath are insect-like beastmen linked in thought, hunters who act as a single entity. Some have broken free and severed themselves from the Overmind's control, calling themselves the Nonmind or Vath.



GEAR LIST
FOR VATH STORYTELLER

HEAD: LEAL SAMURAI'S KASA
Obtained: Mog Station

CHEST: GNATH THORAX
Obtained: Vath Stickpeddler - The Dravanian Forelands - Loth ast Vath (9 Black Copper Gil)

GLOVES: HOLY RAINBOW GLOVES
Dye: Loam Brown
Obtained: Crafted (WVR Lvl. 53) / Norlaise - Ishgard - The Pillars (7,096 gil) / Market Board

PANTS: IRIDESCENT BOTTOMS OF STRIKING
Dye: Loam Brown
Obtained: Crafted (WVR Lvl. 73) / Pixie Hoarder - Il Mheg - Lydha Lran (37,471 gil) / Market Board

SHOES: COBALT-PLATED JACKBOOTS
Dye: Loam Brown
Obtained: Crafted (ARM Lvl. 45) / Domitien - Old Gridania (5,481 gil) / Market Board

BRACELETS: RONKAN BRACELETS OF STRIKING
Obtained: Aymark - Eulmore (180 Goetia Tomes)

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VUNDU WARRIOR

Want to be just like a true Vundu warrior? These barbaric, blue-feathered Vanu are fearless conquerors of the Sea of Clouds, and spare no hesitation in summoning their deity: the mighty Bismarck himself.

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GEAR LIST
FOR VUNDU WARRIOR

WEAPON: GIANT AXE
Obtained: Gold Saucer Attendant - The Gold Saucer (100,000 MGP)

HEAD: BERSERKER'S HELM
Obtained: Sohr Khai / Hullbreaker Isle (Hard)

CHEST: RAVEL KEEPER'S VEST OF FENDING
Dye: Shadow Blue
Obtained: The Qitana Ravel

GLOVES: TITANIUM GAUNTLETS OF FENDING
Obtained: Crafted (ARM Lvl. 55) / Norlaise - Ishgard - The Pillars (17,693 Gil) / Market Board

PANTS: FAIRE KOHAKAMA
Dye: Kobold Brown
Obtained: Mog Station

SHOES: ZONURESKIN CALIGAE OF FENDING
Dye: Shadow Blue
Obtained: Crafting (LTW Lvl. 77) / Merchant & Mender - Kholusia - Twine (23,732 Gil) / Market Board

EARRINGS: TRIPLITE EARRINGS OF FENDING
Obtained: Crafting (GSM Lvl. 76) / Merchant & Mender - Kholusia - Twine (17,979 Gil) / Market Board

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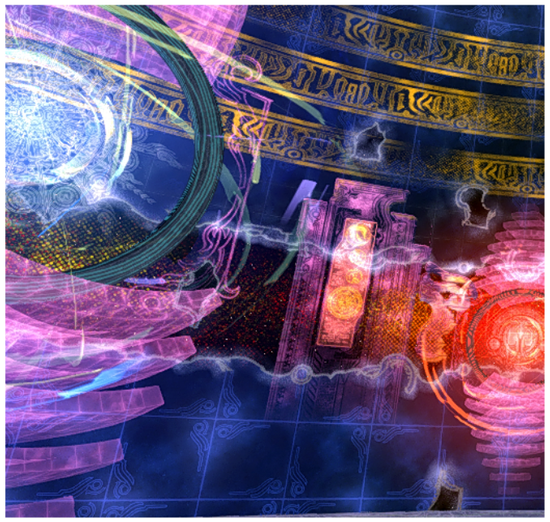
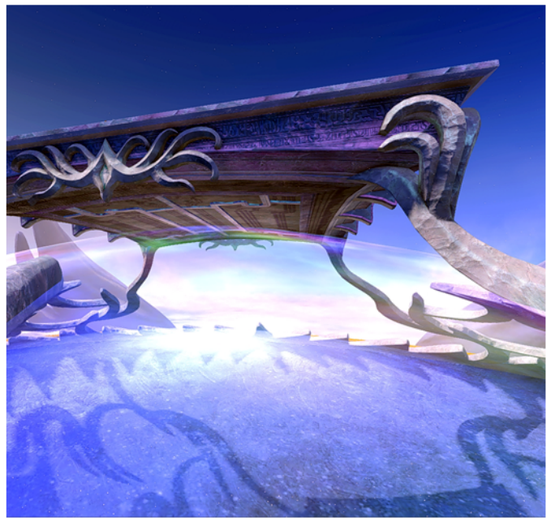
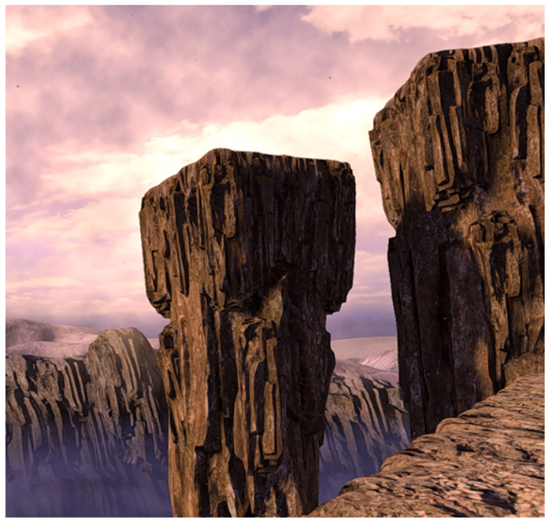
The Gate TO THE GARDEN



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THE GATE TO THE GARDEN

BY ALMA EMMA

With the release of patch 5.05, the gate to high-end raiding has been thrown wide for players of Final Fantasy XIV's most popular expansion to-date. Despite Square Enix's open invitation to enter, not all who challenge Eden's Gate (Savage) leave unscathed. Let's take a quick look into how players—both veterans and greenhorns of the raid—prepared themselves to take on Eden's challenge, what it's like to be a high-end raider, and what to expect if one wants to take on the mantle of a raider themselves.

It's well known that forming a static group is the best and easiest way to progress through high-end content. But is a static's strength derived solely from its members' battle-prowess?

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Lyfon Yharnam is the leader of a static group based in the Primal Datacenter called *30-minute Cooldown*. She also doubles as one of the few gatherers and crafters for her team. In preparation for the release of Eden's Gate (Savage), they dedicated time leveling and gearing all of their non-combatant classes in order to fully realize their static's potential by crafting high-end battle gear on day-one of patch 5.05.

"Considering that crafting in this game requires a lot of investment, there were very few appropriately leveled crafters in the group once the raid released. The crafters, in turn, played a pivotal role in making the preparation less stressful for the group by making equipment and consumables accessible for the players who can't invest as much time or gil to obtain them otherwise.

Being reciprocative and helpful in the accruement of the materials when requesting these items [to be crafted] goes a long way, whether it's through tomestones or gathering. Thus, making the undertaking feel like a group effort and helps to tighten the bonds between our members."

—Lyfon Yharnam, 2019

Alas, even with the most skilled players and the best gear possible, sometimes balancing raid schedules with life's endeavors proves to be an even greater challenge itself. Noire Shinzou—raid leader of *Apes Together Strong*—describes their group often as being sleep-deprived; sometimes only getting up to 4 hours of sleep on raid nights. At the cost of a full night of rest, the optimal time for raiding starts well after sunset as to allow for minimal distractions and schedule conflicts.

"Raiding in a static is a commitment, not only to yourself but to 7 other people too. Real-life gets in the way at times, but we all share the same passion for raiding. So, we make adjustments with our lives to make up for inconveniences: like adding more hours of raid, raiding earlier or later, etc.

In the end—it's worth it. Nothing beats the adrenaline of fighting through the last few moments of Titan (Eden's Gate: Sepulture) with the BGM hyping you up."

—Noire Shinzou, 2019

Despite the amount of work and commitment involved in being a member of a static group, the sense of unity keeps members together and prevails throughout a static's highs and lows. Finding the right group for your skill level is like finding a home.

Kuro Tsubaki of Exodus began playing XIV at the start of the second half of Stormblood. She recently decided to join a static group to progress through Eden's Gate (Savage). Half of her group is also relatively new to the game but none of them let that fact become an excuse for low effort.

"The overall energy of my group is VERY HYPE. So much so that I have to yell 'clear comms' like every ten minutes! But it's okay, because it just means everyone enjoys each others' company."—

—Kuro Tsubaki, 2019

Yum King, a member of *30-minute Cooldown*, has been a XIV raider since Heavensward and has cleared both ultimates. Over the course of their group's XIV prowess, they have created an inseparable bond between each other—going as far as visiting see each other outside of the game and traveling together to attend Final Fantasy XIV Fan Festival as a group.

"I've had plenty of offers to join groups that align more with my ideals but there's just something with this group that makes raiding so much fun. One of the most challenging things we've done was progging through UWU (The Weapon's Refrain Ultimate). We didn't clear it during its launch patch, but we were finally able to clear it as a group after many hours during [patch] 4.5.

That final run was one of the best moments I've ever had in this game. Seeing the clear screen with this group of people will be an experience I'll never forget. You could feel the radiation of happiness through voice/comms. I wouldn't trade our group for anything."

—Yum King, 2019

What awaits us beyond Eden's Gate? Only time will tell! Shadowbringers is just getting started. Look forward to challenging the new 24-man raid as you take on the depths of Yosuke Saito and Yoko Taro's wicked imagination in YoRHa: Dark Apocalypse. And to those who dare to face the next Ultimate raid—good luck!

Have a story similar to those told here, or even one that's not so glorious? Come share it with us on our Discord server!

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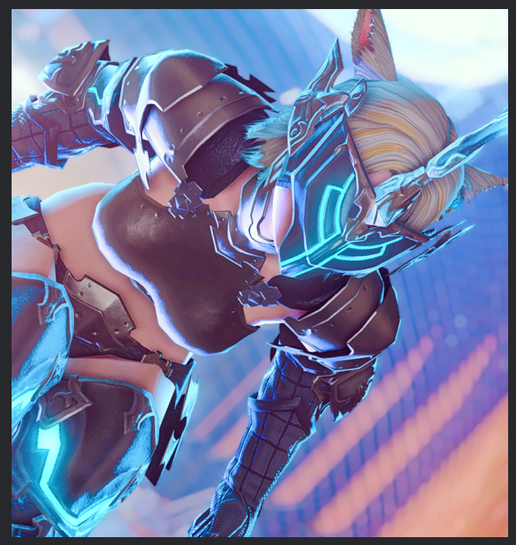
FIRST PLACE

BUBBLY TEA
<BEHEMOTH>

AUGMENTED SAMURAI

2ND PLACE

BRITARNYA VALON
<MATEUS>



THIRD PLACE

AI'RA KAZE
<DIABOLOS>

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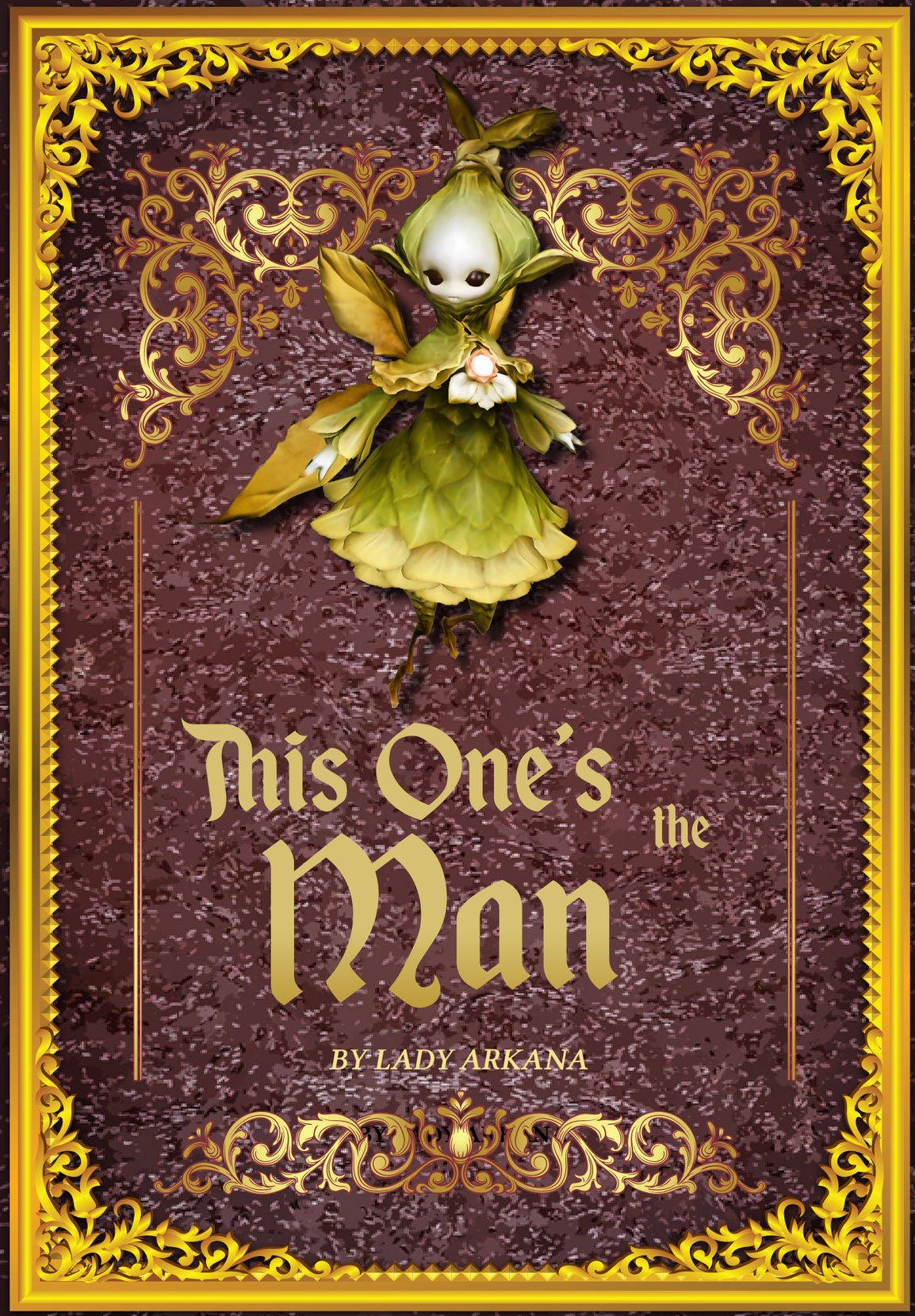

"Well met," Annette said as she waved to the apothecary.

"Another potion for your husband I assume?" said Albgast as he clutched a glass bottle from underneath his counter, filled with a thick and brackish green liquid. Annette imagined her husband wrinkling his nose upon smelling the drought, a sight she had grown accustomed to since acquiring the potion for his exhaustion.

The Elezen rummaged into her gil purse, hesitating upon smelling a foul odor. The stench grew ever closer, closer, closer, until at last it arrived next to Annette. Her body stiffened at the proximity of the stink.

"By the Twelve, what bog have you rolled in to smell like that?" said Albgast.

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"I regret to say that I have had no such adventure," said the young man. "This abhorrent odor is the gift of a trickster."

"One of those flying green cabbages?" asked Albgast.

"Flying cabbages? Oh, this trickster was no Sylph. It was a man!"

"But it isn't yet All Saints'? How can this be?" Annette asked thoughtfully.

"I swear by Nophica herself, it was a man, and an Elezen at that. He was quite tall, with long dark hair tied back. He offered me a gift that he claimed to have baked, but shortly after eating it I began smelling like this!"

Annette reflected on the stranger's words. Her husband Marusoix also kept his long dark hair neatly tied at the nape of his neck—but this story was far too out of character for him. Right?

The Elezen woman bid the pair farewell, leaving the apothecary scratching his chin as he considered which potion would cure the gentleman's aroma. She needed some fresh air after that encounter!

Annette visited the amphitheatre. The normally empty space was crowded, residents sitting upon the benches. Perhaps they were waiting for someone to grace the stage and speak? Annette could not recall the last time she had seen such a group assembled in Gridania.

Finally, a Highlander approached the stage, the shaking of his body visible even from where Annette had chosen to lean against the fencing to watch.

“Welcome, my friends!” the man bellowed. The force of his voice echoed through Annette’s bones, and the first row of residents all squirmed, covering their ears with their hands. The Highlander seemed to be taken aback, himself.

“I am sorry! I am not sure what is happening!” the man continued to yell, his voice reaching the furthest corners of Old Gridania. The man panicked and quickly escaped the stage, racing through the center aisle as if being chased by a boar. Once, twice, he tripped on his own robe!

Annette caught the man as he stumbled at the gate. The audience all turned and stared, eyebrows raised, mouths whispering into ears.

“Whoa there!” said Annette as she tried to calm the speaker.
“Are you quite alright?”

“No, I am not quite alright!” exclaimed the man. Sweat accumulated on his forehead as his lips quivered. “I encountered a man before my speech, and he told me he could cure my quiet voice. Well, I would say he has cured it, but now I cannot stop shouting!”

“I see! And this man, did he… perhaps have his hair tied back?” Annette asked. The man’s eyes widened at her question.

“Yes! He also wore the garb of a botanist! Do you know him!?”

Annette cursed. “I think that I do. I met a young fellow at the market who had a similarly bad experience with a man akin to the one you just described.” A man who sounded irritatingly similar to her own husband,
no less.

“I cannot bare it!” cried the speaker, tearing away from Annette’s grasp and running away to hide from the Gridanians. The audience groaned with mixed relief and frustration as they realized the speaker was not coming back.

Annette decided it was time to seek out her husband and confront him about his newfound love for pranks.

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Annette marched onward like a hunter searching for her prey. She reached a small bridge in western Old Gridania. A young woman of Hyuran descent had pitched herself upon the railing, wistfully counting rose petals as she let them drift into the stream. A young woman in love! Ever the romantic, Annette could spare a moment of her quest to recall the feeling of young love.

“Well met, child. Would I be right in saying that you have fallen in love recently?” said Annette.

The woman startled from her daydream and grinned. “Aye! That is correct.”

“Would you do an old woman a favor? Tell me about them so that I may reminisce with you.”

“Where shall I start?” The woman blushed as she began. “He is very tall and handsome. Do you remember when you were a small girl and your mother tells stories of princes? He reminds me of that!”

Annette chuckled as she recalled thinking the same when she met her husband. “In what way is he handsome?”

“He has the traditional looks, I think. His hair tied back, a sparkle in his eye and joy in everything he does!”

Annette felt the blood withdraw from her face. A third encounter with her husband? And a romantic one? The chill in her skin was quickly replaced by a raging fire.

“I think that I have heard enough!” Annette grabbed the young girl’s ear. “Tell me where you saw my husband!”

The young girl’s face quickly changed from shock to fear as she calculated the gravity of the situation. Trembling, she pointed across the bridge toward the Botanist’s Guild.

Annette dragged the Hyuran girl to the guild. As they approached, she identified her cheating, good-for-nothing, imbecile of a husband.

“Is that the man?”
The young woman winced. “Y-yes, that’s him!”

The two women watched from afar as Marusoix offered his water skin to another botanist. The botanist accepted it, took a sip, and quickly spat the thick brown mud to the ground. As the botanist stomped away, Marusoix chuckled at his prank.

Filled with anger and confusion, Annette stomped to her husband, Hyur in tow.

“Husband! All I have heard today are tales of you and the pranks you have been playing! Now I hear you having an affair!” The angry Elezen pulled the Hyur girl in front of her and shook her. “Have you naught to say for yourself?”

Marusoix cocked one eyebrow at the flustered woman. “This one does not know these ones! This one knows of pranks, yes… but this one knows nothing of ‘wife’ or ‘affair’!”

“How convenient that you would deny knowledge of your own wife in front of your secret lover!”

“Well, actually…” said the Hyur girl. “I have never before met this man.”

“What do you mean? Speak now before I toss you across Gridania by your hair!” demanded Annette.

“Do not be so hasty! I have only seen and admired this man from afar. I promise!”

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Annette stood between the two, hands on her hips, contemplating the situation.

“Wait a moment,” she said to Marusoix. “What did you just say?”

“This one knows nothing of you,” he replied.

“What speech is that: ‘this one’? That is not how my husband speaks at all,” said Annette.

The man began to fidget, his eyes darting around the clearing, searching for an escape. Behind him, another man approached carrying a basket of harvest in his arms.

“Annette,” called the man, “what in Eorzea are you doing here,

Both women peaked around Marusoix to see who was speaking.

“But…this cannot be…why do two Marusoix exist?”

Annette tried to prod herself awake from whatever dream she had stepped into.

“Two Marusoix?” asked the man. He approached the group. His eyes grew large upon seeing the image of himself. “Should I be flattered or nervous that another man has chosen to become me?”

“Well, that is the husband I know and love. I am not quite sure who this pretender is,” said Annette. “Hear me! Leave this place and cease pranking the residents as my husband! Do you understand me?”

The false Marusoix disappeared into a puff of smoke, and in his place was a flying cabbage—nay, a Sylph!

"This one is sorry. This one only wanted to bring fun to these walking ones!" The Sylph hung its head in shame.

"A Sylph!" exclaimed Annette, "I am relieved! But please, do not glamour yourself to my husband again! And try not to upset the Gridanians if you return, hm?"

The Sylph dashed away, leaving the Elezen couple in awe.

The hyur girl cradled her head in her hands. "That flying cabbage just spoke! Did I fall in love with a vegetable? I am so confused…"

The End?

02 Zurika'zo Zaressia (Cactuar)
..... Menphina the Lover

04 Ivica Stollasch (Coeurl)
..... Azeyma the Warden

08 Alazen Shadowsong (Famfrit)
..... Azeyma the Warden

10 Haise Sasaki (Tonberry)
..... Byregot the Builder

11 Balthier Corwell (Jenova)
..... Althyk the Keeper

13 Meia Mochi (Ultros)
..... Byregot the Builder

14 Mio Mi'yew (Lamia)
..... Azeyma the Warden

16 Sar Dahzi (Gilgamesh)
..... Azeyma the Warden

23 Shanya Lukambi (Shiva)
..... Menphina the Lover

24 Roe Michaelis (Diabolos)
..... Rhalgr the Destroyer

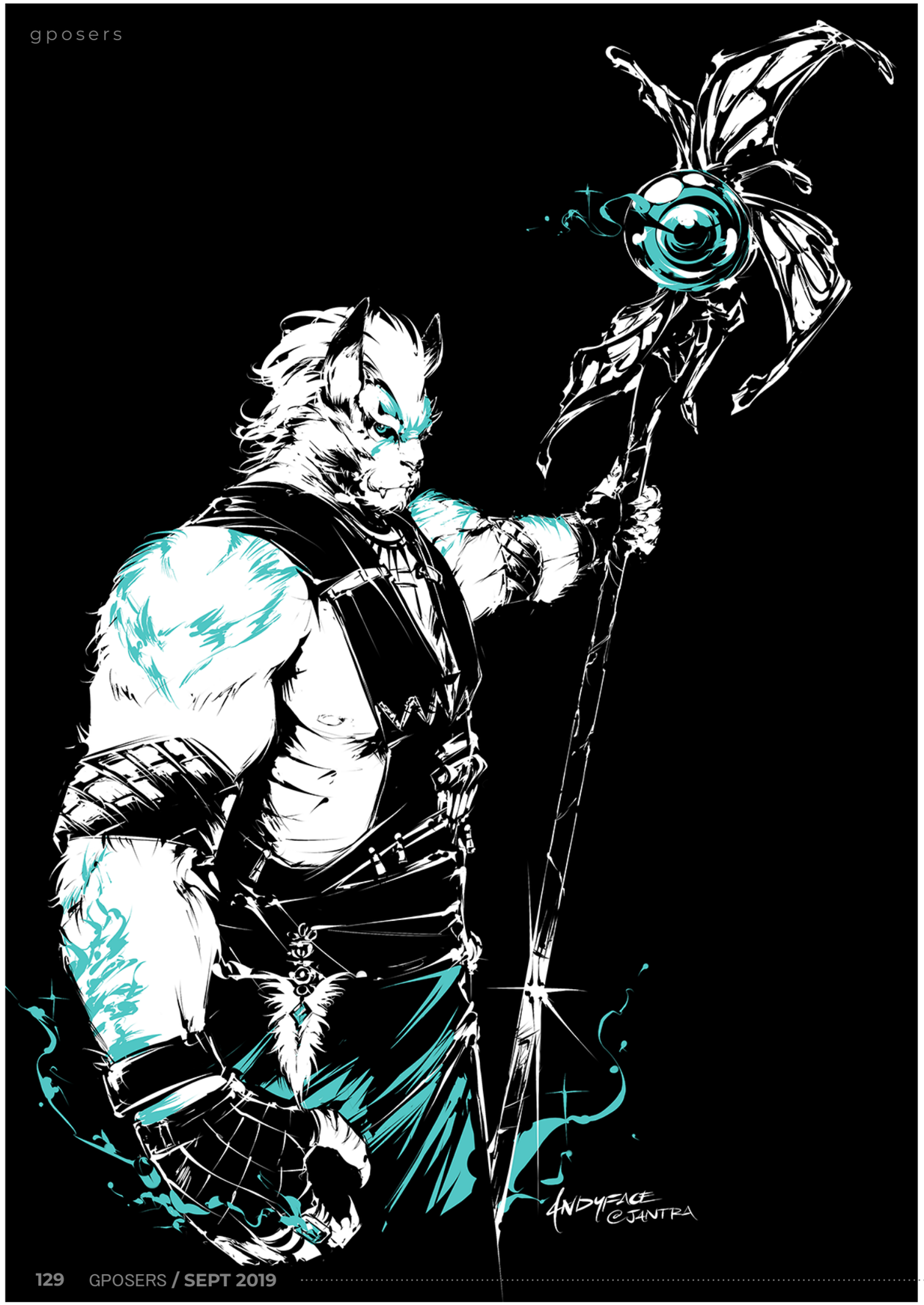
SEPTEMBER BIRTHDAYS

ARTIST SHOWCASE

FEATURING

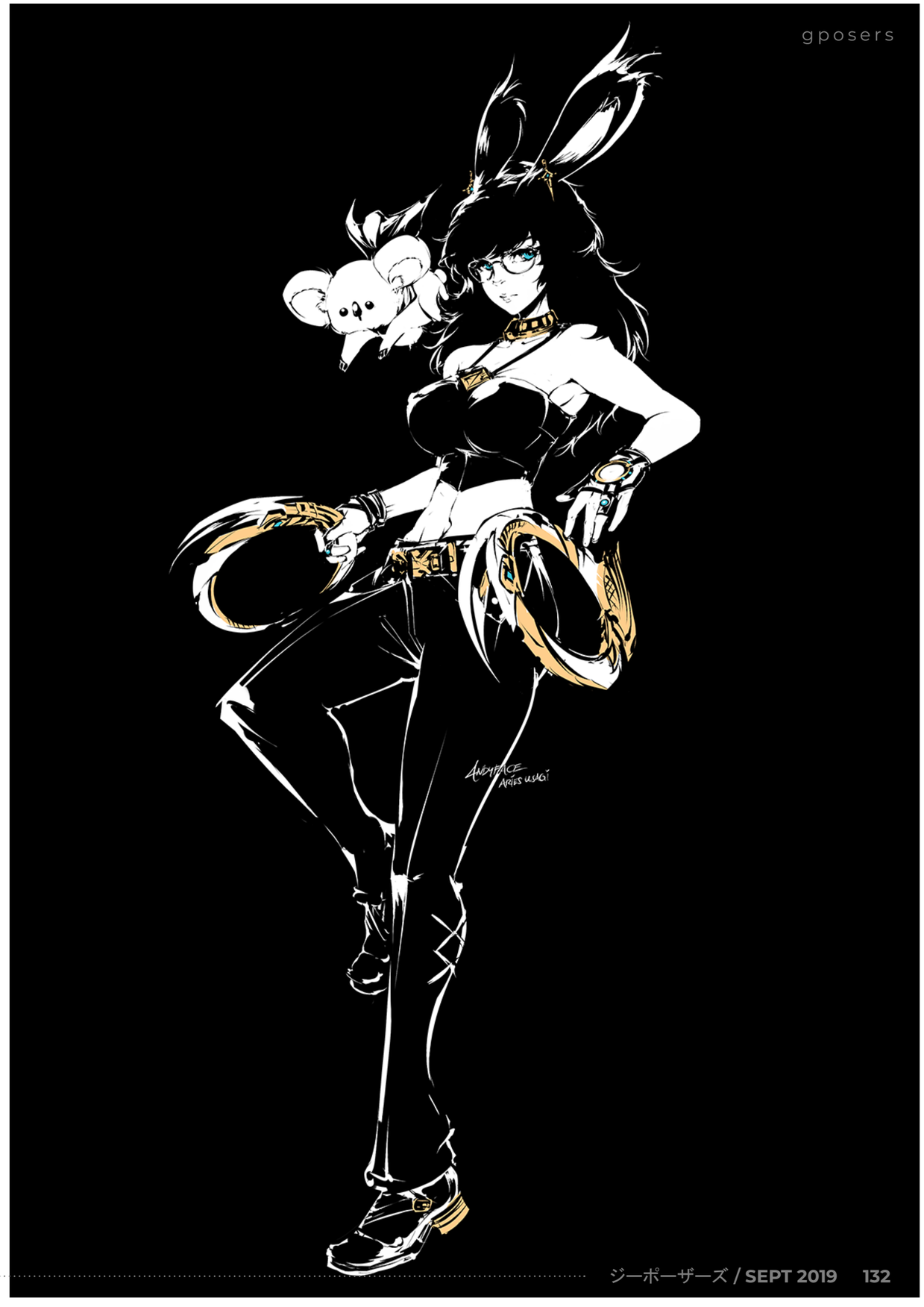
ANDYFACE

DREWBIEPIE


ANDYFACE
@JANTRA

ANDYFACE
@TOMMYG

AndyFace
@FFXIV_MILA


AndyFace
Aries usagi

INTERVIEW

What do you love to draw the most?

When I started out I leaned more towards things that were less in-demand but challenging to execute, like mecha (Gundams and Mechwarrior were two of my biggest inspirations growing up). Over time that progressed to just drawing things that paid me well enough to eat at all. Now that I'm an old fart, I think it's comfortable to say I just like drawing boobs in general.

How long have you been creating art?

I'd like to think I've been creating "art" from the very beginning, whether causing necessary repaints around the house or slaying aunties as an adorable child. Objectively though, probably about 6 years of making large-scale corporate partnerships happen (yes this is art) and about 1.5 years of actually drawing digitally.

What motivates you to draw?

My need for sustenance, funding for gachas, and an insatiable libido.

What is the inspiration behind your art?

Nothing beyond satisfied reviews from happy clientele. I've been a BD/sales/accounts guy for most of my life, and it continues on into this brand new venture.

How did your art style develop over time?

A need for efficiency over everything, and the ability to quickly fix screw-ups (which happened very frequently, as anyone else who's self-taught will tell you). Working in straight 100% values makes the lasso tool as good as any fancy blending/photo editing software. Also, I'm naturally very lazy.

Do you accept commissions?

I never say no to money. In fact, I haven't drawn anything but commissions for months now.

Community Interview

Johto Dee

(GILGAMESH)

MAROT SATIL: It's time once more to interrogate interview yet another exemplary member of our community, and this time around you're my lucky victim. To get us started, why don't you tell us a bit about yourself?

JOHTO DEE: Hey! Thanks for having me be a part of the community interview! My name is Johto and mostly referenced to Pokémon region for some people wanting to know how/where I got that name from since that series is what I have a liking for. Though, many don't really know what's going on in my life. I used to be a caretaker for my very ill parent and it was completely hard for me as someone at my age to care for a parent. Not going to be very sad about it, but I spent most of my time, free time included, by his side until his passing. But everyone gets their time in the passing.

As of now, I'm currently teaching myself programming for fun. But I'm considering taking the next step and actually attend college for it. Though I'm quite an anxious person to actually go ahead and do that. Other than that, my life in Final Fantasy XIV is quite monotonous perhaps to most. Maybe, maybe not. Usually just spend my game time on helping people on party-finder clear content for fun. Not just that, of course, screenshotting is one of the quiet amusements I get out of the game.

M: If you enjoy programming in general and can stomach working on projects you may not be personally interested in, I'd say go for it on the education bit. It's not the worst field to get into. But back on track, what world can we normally find you on?

J: I currently reside on Earth in the Solar System. Not sure why you would ask that question because we're both on the same world. Oh...wait you mean the in-game world. Well, I reside in Gilgamesh of Aether.

M: I'd be worried if I received any other answer for the first part there, but in-game wise the historic raiding capital of XIV it is, though some say it's not anymore. Next up then—how'd you find out about XIV and when did your monotonous life in it begin?

J: Oh man, it goes way back I believe when I started in my final year in middle school. I believe that was at the start of the Heavensward launch. I actually never played any of the Final Fantasy games other than this when I first started. But anyhow, originally I actually made a fan-game during those years and eventually gotten stressful to work on a fan project alone all those times. A player suggested me to play XIV and I did. Unfortunately though, I did drop that project due to the fact that I got so into playing the game. It relieved a lot of my stress that I had, thankfully.

M: I feel you on the project bits; I'm finding myself maintaining more and more software myself lately as time goes by. But back on XIV: Do you have any specific job or class you find yourself spending most of your time on?

J: Right now I'm having fun playing physical-range jobs. Mainly machinist, it's pretty fun and relaxing class to play than a job that I formally played which was a Tank. I get to have more freedom and I don't really have to think much on what I have to do as range player which is a godsend for me.

M: As a tank main myself I have no idea what you're talking about. All of the fun is in accidentally murdering your party by not paying attention. When it comes to locales in XIV though, do any zones or areas strike you as a particular favorite?

J: I've been playing tanks since the start of playing the game. It's a whole different experience for me now, playing another role. But I also believe it was a stressful job to play in raid settings from my personal experience. Back to your question though, I'd say Lakeland is my favorite zone. Maybe the colors of the forest intrigued me but not really too sure what struck me liking that zone too much. It's now a zone where I actually go and do my gposing shoots at nowadays.

M: I've still got quite a lot I want to know about Lakeland actually, including the relevance of a certain gazebo, but only our staff will understand that last bit. You mentioned gposing though, so what are your thoughts on everyone's favorite mechanic?

J: Well, I just think it's a very luxuriating thing to do in-game. Helps pass the time for one's pleasure.

M: Fair enough! Let's switch to the GPOSERS community for a time then, how'd you find out about us?

J: It's funny you ask that since you're the one who invited me in!

M: Well I know that, but it's more than just you and I reading our little chat here. Have you been enjoying your stay with us, then?

J: Well, as someone who lurks in the shadows, comes in once and while to goof around. I'd say been pretty fine. I've learned a lot from the discussions being made in the channels. And it definitely helped me along the way to improve the quality of the shots I want to take.

M: Glad to hear the community has been a positive influence on you then. Do you find yourself reading our magazines at all?

J: Well, as someone who doesn't particularly read any sorts of magazines for this game, I'd say it's been pretty interesting to see what's going on at this side of the community. The things you guys provide are definitely worth the read.

M: Splendid! I'll spare asking you about GShade as you're obviously thoroughly involved there, having your own personal folder as part of standard installations. Last one then: Any words for all of the readers out there?

J: Shout out to my boys and girls, the bimbos Roxa Claire and Angliese Sama. Not to forget the nefarious gamer Howard Moon who I will be raiding with in Ultimate. Make sure to like and subscribe down below the video...

Jokes aside, since I get this a lot from people who bother me: If you're someone who openly speaks out wanting to do screenshots but aren't good enough, please stop having that mentality and just do it. It takes patience and your free-willing time to gain a certain level of experience to take "good" quality shots in this game.

And I will recommend anyone to use Gshade to start their gposing expedition. I am very satisfied with the work Marot has been putting through for the community.

gposers

Hidden Gems

gposers

CLEARMELT

LAKELAND (14 , 8)

Before the Flood, this hot spring was home to a famous inn, whose springs were said to have unique healing properties. In modern times, however, it mostly serves as a place of relief for weary and wounded Crystarium guards and travellers alike.

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MJRL'S REGRET

THE RAK'TIKA GREATWOOD (25 , 35)

The Viis of Fanow hold close the sacred origins of Mjrl's Regret. Before the Flood in ages long past, a Viis named Mjrl longed to travel beyond the Greatwood. On the day of her departure, she turned to look back upon the home to which she could no longer return and wept. Her anguish woke the spirits of the Greatwood, and where her tears fell a bubbling spring emerged, in time turning into this flowing river.

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PURPURE

THE TEMPEST (34 , 30)

Eulmore's fondness for the color purple as a sign of nobility can be sourced back to this cave at The Tempest's floor. The Ondo often trade with the city, creating the prized purple dye from the shells of wavekin that make the cavern their home.

BEAST TRIBES

ARE THEY WORTH IT?

As you have almost certainly noticed by this point in the issue, this month is all about the Beast Tribes of Final Fantasy XIV. They serve as great inspiration for glamour, have their own solid place in the lore, offer unique rewards not acquirable by any other means, and they offer something extra to do as part of your daily routine in the game. But… are they actually worth doing?

By Serenaya Carrin

If you're like me and many others that I've spoken to over time, you may have been initially skeptical about doing them, too lazy to do them, or have not seen any particular benefit in their existence. So for this article I'm going to delve into Square Enix's take on the MMO reputation grind, and hopefully by the end, you may have figured out whether it's something you'd like to do or if you'd rather stay away and do something else.

Let me premise this by saying that I completely understand the seemingly popular sentiment that you can get by without even grabbing their quests, and you are 100% right in that they're optional. I plan on diving into the negatives as well. However, if you love glamours, lots of extra goodies, or are interested in broadening your to-do lists on a daily basis, then they're absolutely recommended.

It's also worth noting that opinions regarding the problems and such are subjective, and so do take what I say with a pinch of salt. Lastly, this article won't apply to everyone. Obviously many have long since done these, but those that joined recently—especially during the huge advertising push for Shadowbringers—may not be so well informed.

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The BAD

There are a few things I don't personally like about the system, and I want to cover it as it's certainly a topic of subjective debate. You may agree or disagree and that's perfectly fine, we all play for different reasons and enjoy different things. Whereas the benefits of Beast Tribes are universally appealing in some way, the following list is the result of having spoken to a fair few people over time about them, covering why they didn't want to bother with Beast Tribes at all.

The FATE Requirements

Yes, sadly to complete some of the daily quests of the old A Realm Reborn Beast Tribes, you are required to wait around for a certain FATE to spawn, which is pretty reminiscent of similar problems with the Zeta Relic. Eugh! It elongates the time in which it takes to carry out your daily tasks, and gets to the point of feeling very artificial and pointless if you're short on time or just eager to get through your dailies and be on your way. This is probably the biggest obstacle to your time—but luckily—this stopped as of Heavensward.

The Limits

This is specifically regarding the daily limit of 12 quests, not the limits that each Beast Tribe allows you to take. The latter is fine as these aren't meant to be completed in one day and in fact no MMO allows you to speed through any particular reputation slog. The implication of the former, however, is that you can essentially only take on four tribes on any given day. If you're new to the game and/or only just discovering the reputation grind, then you're faced with a wall that makes doing all the old ones both quite annoying and a very lengthy process.

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Engagement

The daily quests are, for the most part, dull. It's not an easy task to make a quest in an MMO interesting of course—we can look toward World of Warcraft's world quests as another example of tedious tasks. Either way, some were long and tiring, and if you're unlucky, the combination of quests on that day may happen to encompass two or three FATEs, ending up with your daily trip to the Beast Tribes taking far longer than you wanted it to.

Disciples of the Hand/Land

This is more of a consistency issue. It's only in Stormblood that the ability to level gatherers as well as crafters was introduced. This whole idea in itself is wonderful—don't get me wrong—and I did the Namazu just to level gatherers once I'd gotten them to level 61. However, I feel like this could've been implemented far earlier. Then again—as someone that was not playing until early Stormblood—perhaps I'm missing a detail here. I might be wrong. With that said, having less reasons to visit the Moogles is always a positive to me.

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The GOOD

Now with my complaints out of the way, let's look at why they are worth the hassle. As with any MMO's reputation system, the point is the rewards. That's about it in all honesty, as there's no real reason to do them otherwise sans lore, but everyone loves to have nice things, right?

In most cases you would put something in to get something out. A common denominator among every Beast Tribe that's currently in the game (I say "currently" as we likely have one incoming in patch 5.1), is that the rewards that come from each one depend on the rank you have reached. Every Beast Tribe takes a matter of weeks to max-out—provided you use your available allowances daily—and so overall these aren't too difficult to obtain, it's more about just playing the long game. Some of these are very notable, definitely worth the grind, and you won't even have to be max-rank to grab them.

Glamour

Ah yes, XIV's bread and butter. Well, Beast Tribes aren't lacking at all where these are concerned, although I would argue that they're for more niche or humorous tastes. Each tribe will offer the relevant gear to dress you up as one of them. I'm sure you've all seen a big Roegadyn in a Vath outfit dancing in Limsa or a curious Lala in the Vanu attire before, and well, needless to say they've probably taken a trip or two to the Dravanian Forelands or the Sea of Clouds. I personally don't really see the appeal. Regardless, the Realm Reborn tribes also offer various dyes, and the Ananta in particular are worth noting as they offer the popular dyeable False Nails which give your hands the love they always needed. I prefer the Gold Saucer's Claws of the Beast myself, but the nails are certainly just as functional for a more elegant look.

Crafting Materials

These things are everywhere and the tribes are no different. Throughout your daily adventures where you repeatedly perform the same tasks that you thought you'd resolved yesterday, you will earn the unique currencies that—alongside gil—can be used to purchase various materials for your crafting needs. Simply put, it's an alternative to scouring the marketboards of each server which may just save you some unnecessary expenditure. I remember the rush for Stormsap, for example.

Minions

Each Beast Tribe from A Realm Reborn to Stormblood, and very likely beyond, feature minions for purchase, either with gil or the tribes native currency that you collect by carrying out their daily requests. There is usually one buyable at an earlier rank, one at a later rank, and extras purchasable after completing the allied questline (unlocked for maxing out every tribe in a given expansion). These come in the form of mini and far more cute versions of the tribes folk that you're working for, or some extra goodies like my personal favourite—the Zephyrous Zabuton. It's a purple cushion and it's beautiful.

Mounts

At max-rank of each tribe, a mount will become purchasable. Hooray, collecting things! The special bonus of these is that they have a unique animation that can be used by activating their pet hotbar ability. Largely irrelevant perhaps, but it matches the mount skill you have no doubt used before over the course of ranking up the Beast Tribe. I still remember when the Namazu Beast Tribe was announced and the reaction to the Mikoshi mount was…wild, to say the least. Anyway, much like the minions, if collecting is your jam in an MMO, then Beast Tribes are a very necessary addition to your daily routine in order to snag these awesome additions.

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Titles

Hitting the highest rank for each one will give you a unique title for your efforts too, to show off that you've put in the time to help the denizens of Hydaelyn and beyond. Aww.

Lore

XIV's deep and intriguing world is a complex one to understand, but within it the Beast Tribes certainly make their home. If you are big on story and characters, then the tribes are a must as they provide insight into their existence in the world. At the same time, some of them are sort of in their own bubble, and as you rank up, you'll see their abode upgrade and look far more like a place they can be proud of. All thanks to you!

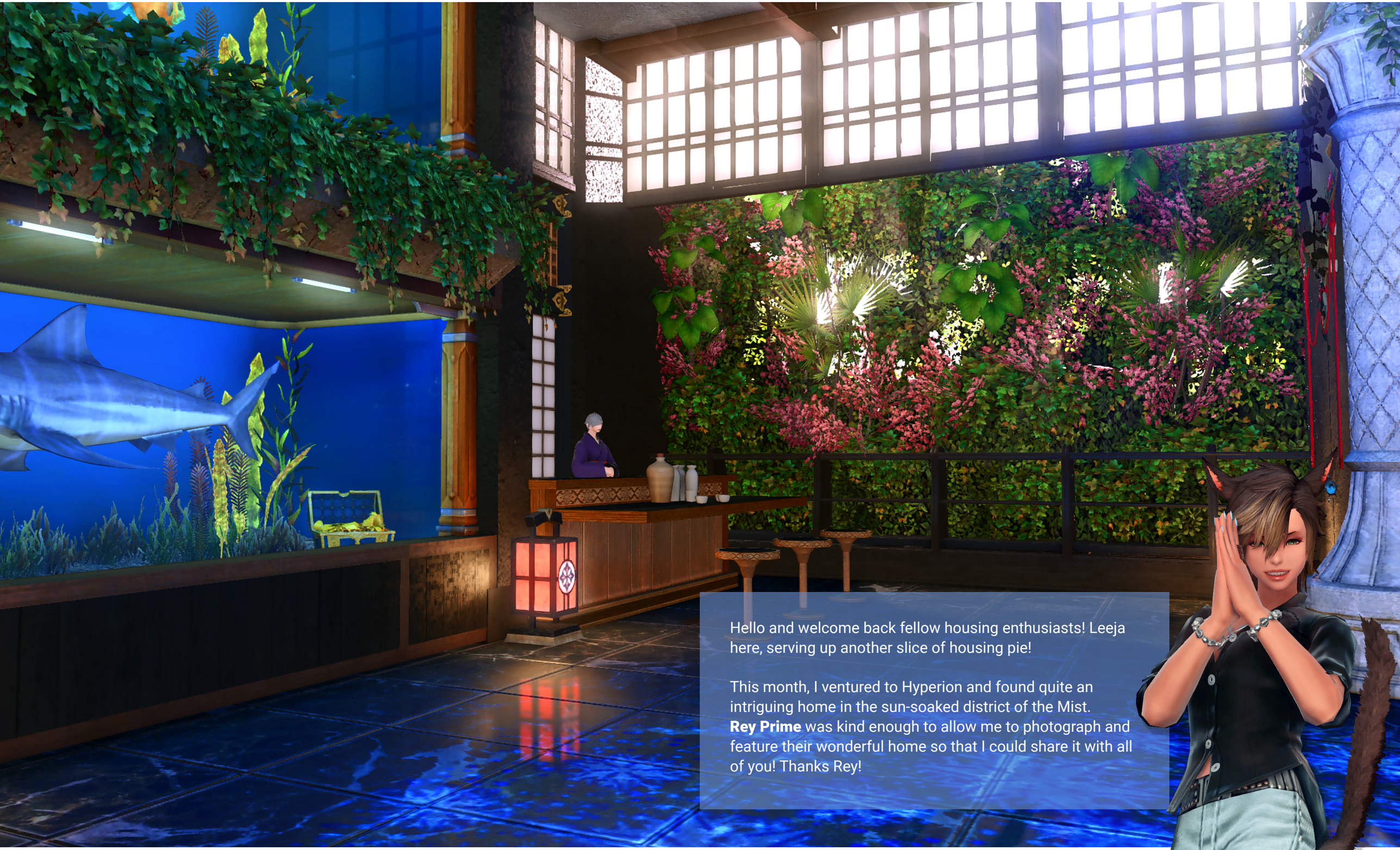
In conclusion, while it is definitely a grind and not particularly interesting sometimes, the effort you put in pays off in the end. As mentioned at the start, it's all entirely optional and you never have to touch a single one if you don't want to. It very much depends on why you play the game. They have zero effect on gameplay, but for the sake of learning more about the universe, having all the extras that they offer, collecting things, and having alternative ways to level appeals to you, then the Beast Tribes of XIV are absolutely worth it.

Let me know if you like them or not in our Discord! Tell me why! I'm genuinely curious as someone who initially dismissed them but has now completed most of them. Thanks for reading!

LEEJA'S HOUSING CORNER

featuring Rey Prime's home on Hyperion

gposers



Hello and welcome back fellow housing enthusiasts! Leeja here, serving up another slice of housing pie!

This month, I ventured to Hyperion and found quite an intriguing home in the sun-soaked district of the Mist. **Rey Prime** was kind enough to allow me to photograph and feature their wonderful home so that I could share it with all of you! Thanks Rey!

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Designed with a Far Eastern style in mind, Rey's home is absolutely picturesque. Stepping into their yard, the stone pathway leads directly to the front doors, while off to the left sits an **oriental bridge** over a **large pond** surrounded by **eastern cherry tree petals** and tall grass. Walking over the bridge leads to a private bathhouse and sitting area, with a lovely view of the beach below. This is an ideal setting for a relaxing afternoon in the sun, perhaps with a good book and your beverage of choice in hand!

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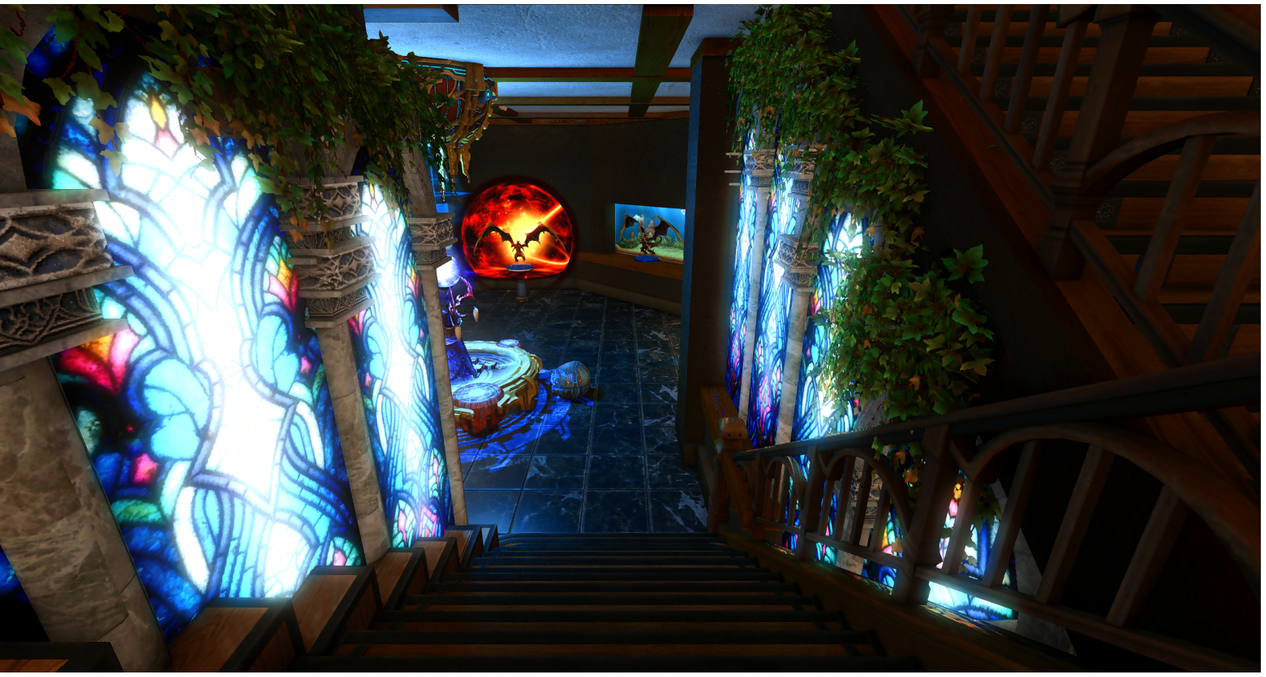
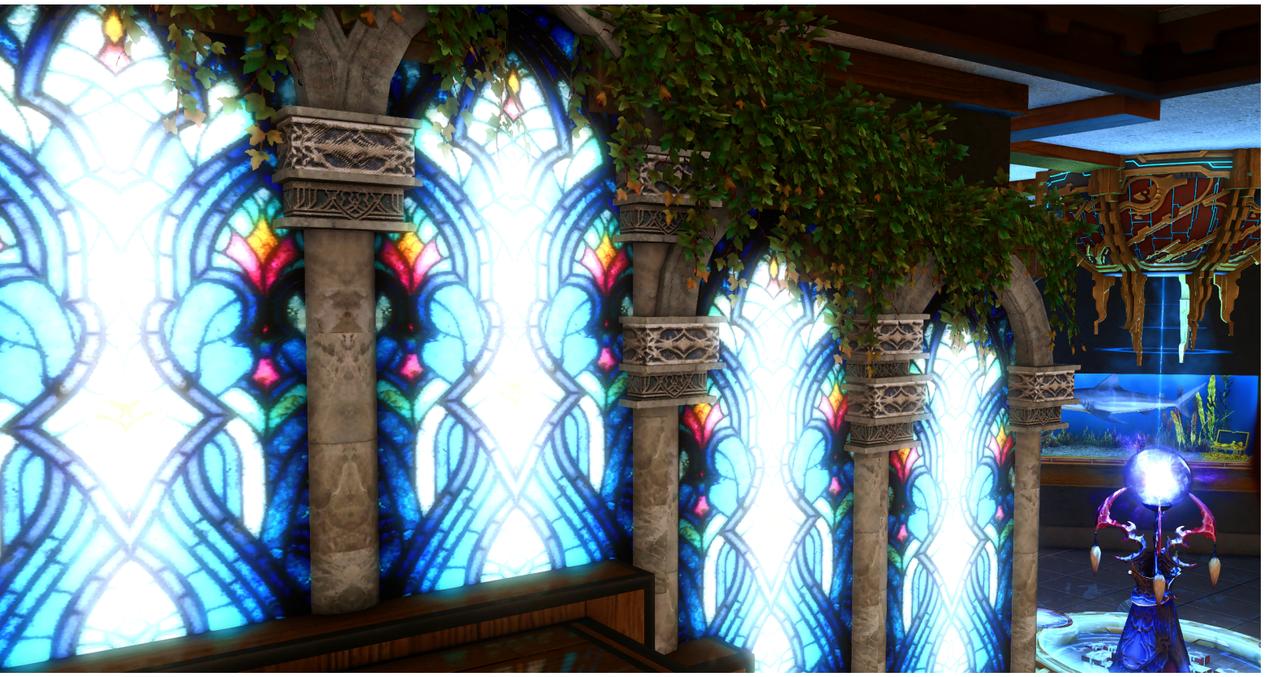
Upon entering Rey's home, I was greeted with a beautiful, vibrant light to accompany the welcoming decor. Straight ahead are stacked dual **fish tanks** full of an assortment of tropical fish…and one dangerous predator! On either side of the fish tanks are Rey's **Hokonin**—ready to offer you a drink or perhaps a light snack from behind the bar, which was where I sat to admire my surroundings.

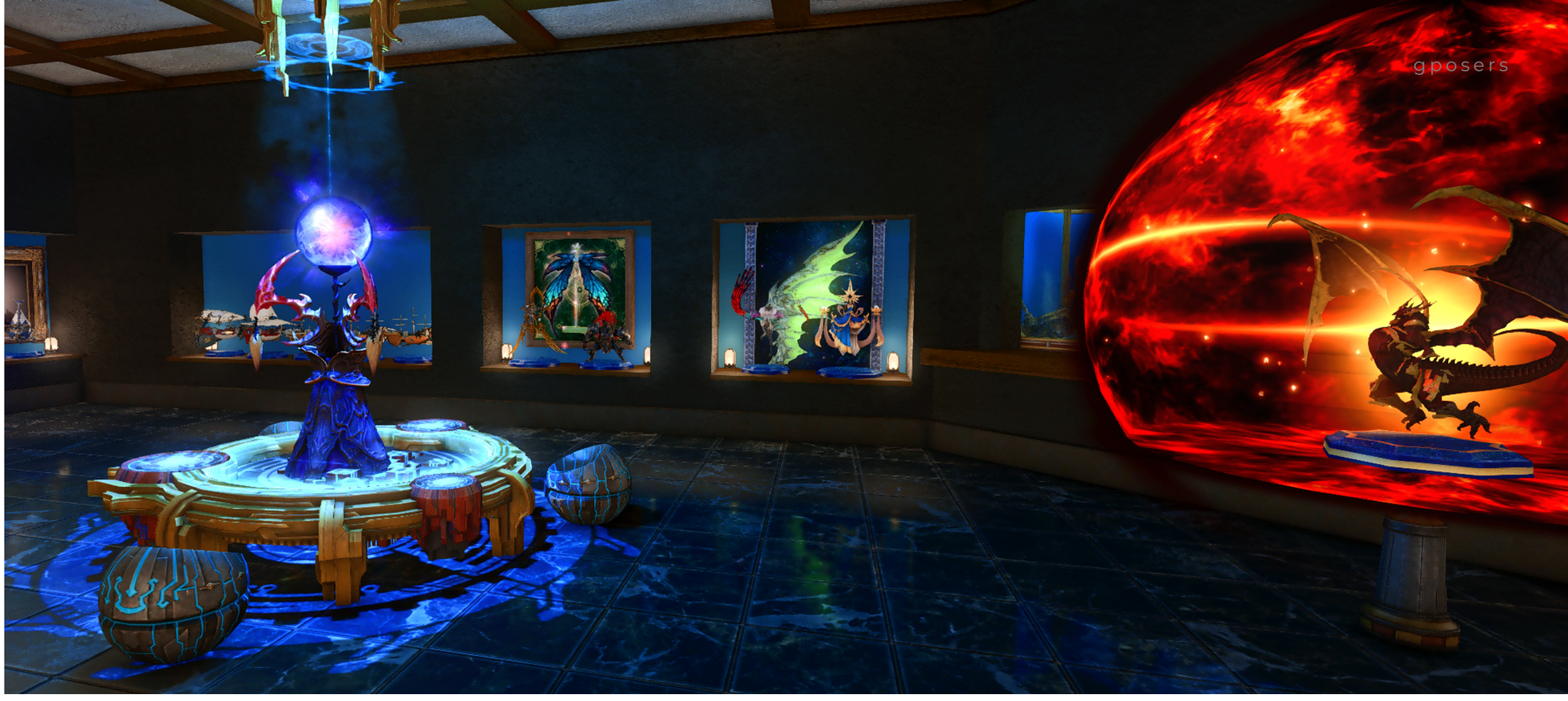
Wooden showcases separated the main floor from a simulated outside, using **Verdant partitions** and floated **Fool's Thresholds** to give a sunlit effect in the day time.





From the main floor, I made my way downstairs which was beautifully lit by the sunlight shining through the stained glass of the **crystal ornaments**. My personal favorite touch was the trail of **wall planters** at the very top. If you've ventured to my house, you know I'm a sucker for plants and greenery!

Rey's lower level was a shrine to all things **primal**, and I absolutely loved it. The creative museum-esque displays were backlit and wonderfully put together. I circled the room, stopping at each display allowing the memories from battles fought and friends long lost to flood through me. This room reminded me of a time capsule, on display for everyone to see.



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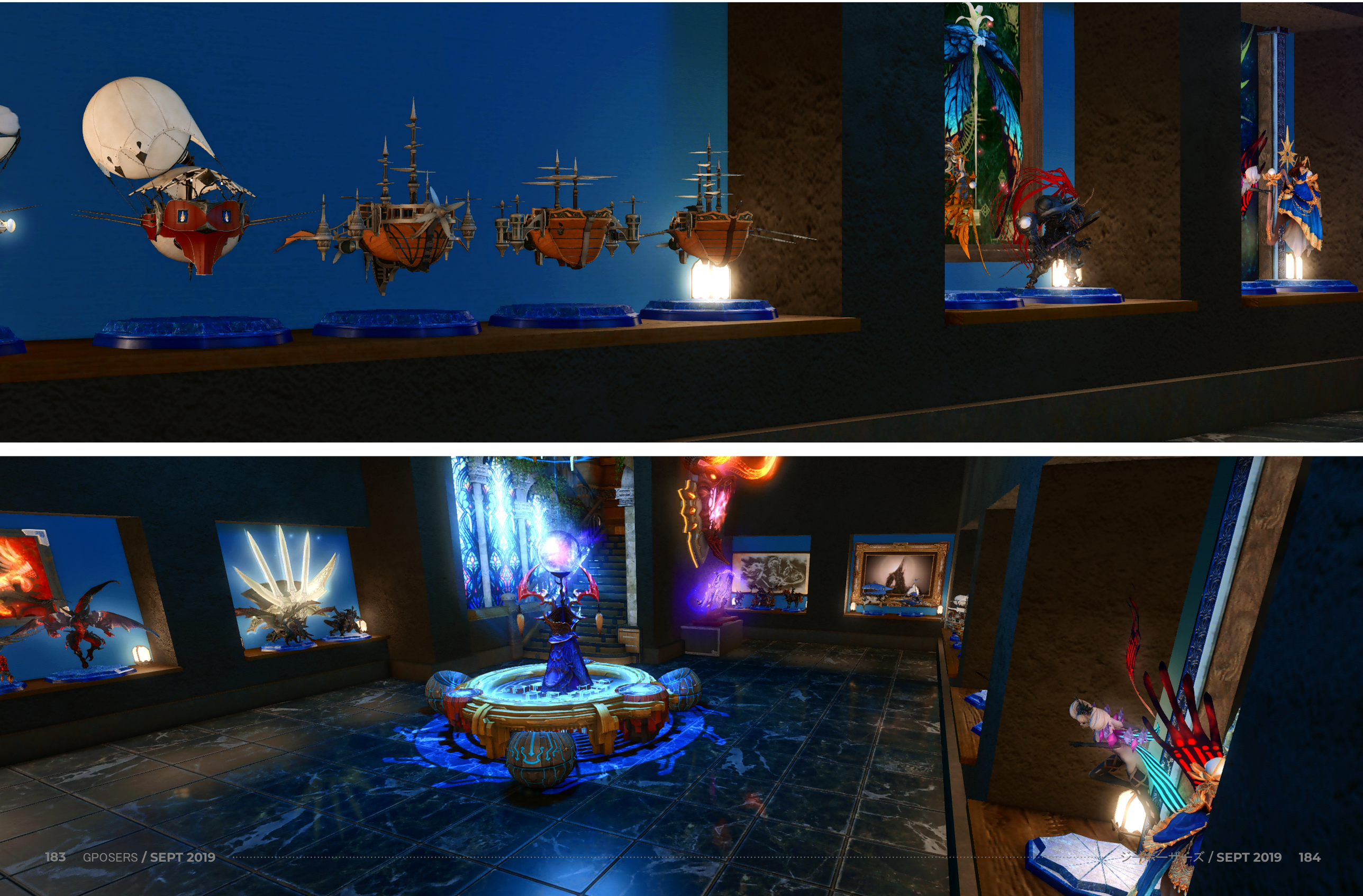
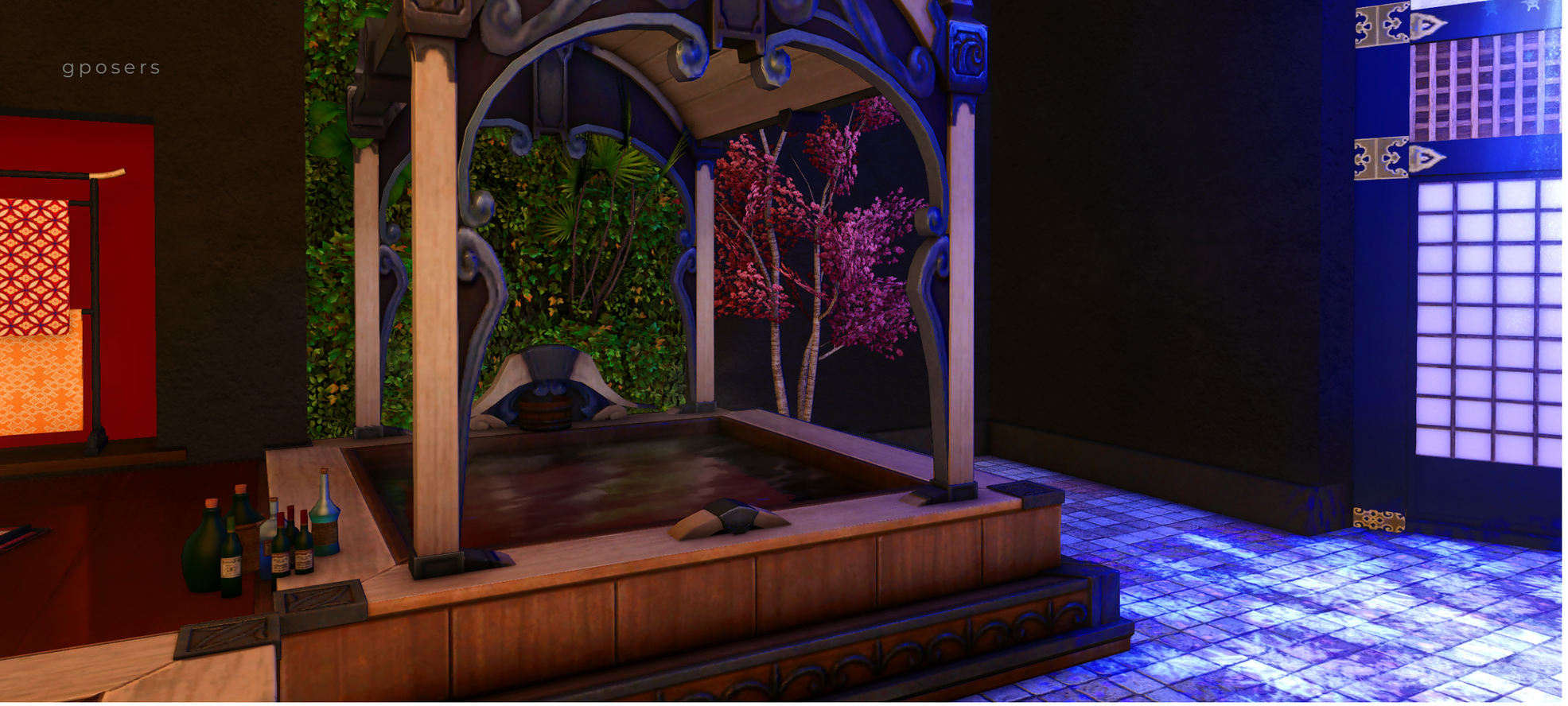


Onward and upward...to the upper level! While the lower level was a shrine to chaos, the upper level maintained the feeling of serenity captured on the main floor. Upon reaching the top, I was greeted by the sounds of running water from the canopied baths and the glowing **Matanga**.



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The baths were surrounded by sitting areas and more greenery. Steaming plates of rice and an ample supply of booze were also readily available. Rey is certainly a most generous host!

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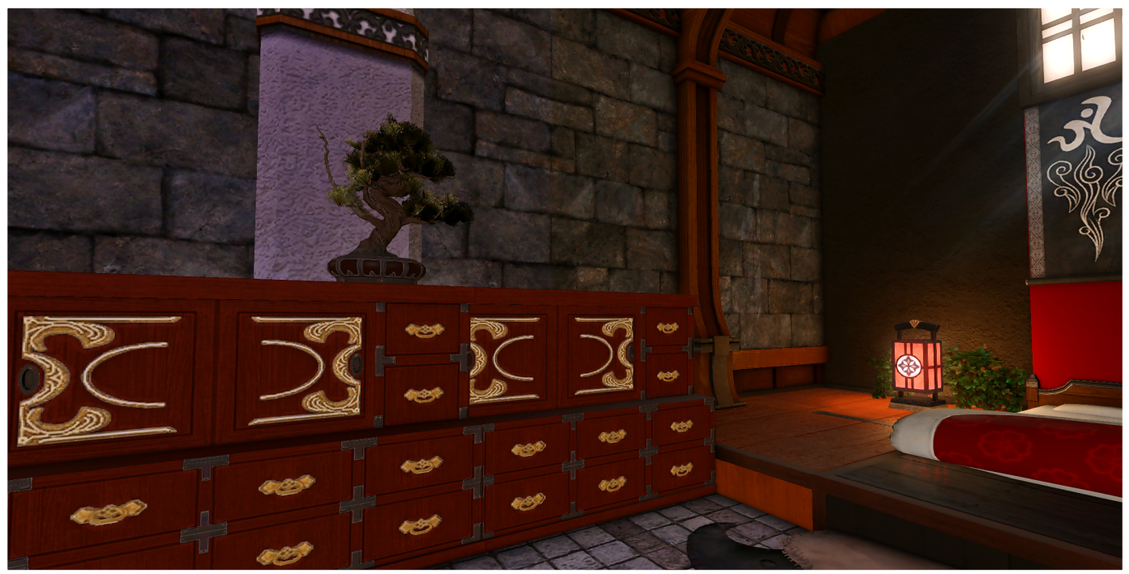


Off to the side of the stairs was the last, but certainly not least, room to be viewed. Rey's personal quarters were simplistic and tasteful. **Fool's Thresholds** provided a soft light around the neatly made bed on the raised floor. A touch of greenery (I did say it was my favorite!) on either side and a fluffy **sheep rug** added that homey touch to a neat and orderly space.

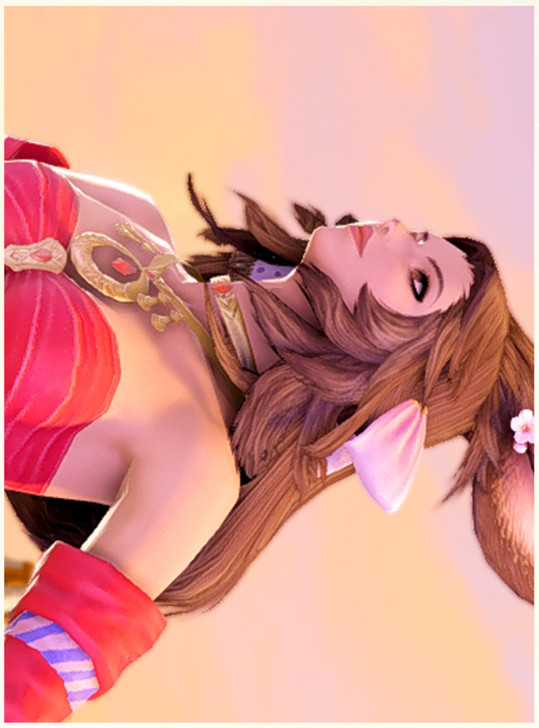
If anyone would like to visit Rey's wonderful home, it's located on **Hyperion** in **Mist, Ward 1, Plot 59**. Take in the sights, grab a drink at the bar, and relax at the baths upstairs! You certainly won't regret it!

Alright housing fans—I want to see what you've been cooking up! Have you seen a house that blew you away? Tell me about it! Designed one of your own? Invite me over and show me around! From the most intricate Free Company quarters, to the most glitched out mansions, I can't wait to see what you've been inspired to create.

Leeja

WANT TO SEE MORE?

JOIN OUR DISCORD



STAFF INTRODUCTIONS

ALMA EMMA

EXODUS | AUTHOR, PROOFREADER

Hiya! My name is Alma Emma of Exodus, and I'm so happy to be joining the GPOSERS staff as an author and part of the quality assurance team. Along with working with the magazine team, I also actively create presets for GShade titled under AlmaStudio.

I've been playing Final Fantasy XIV for around five years now. I started around the middle of patch 2.X, playing on-and-off using a borrowed account I received from one of my friends who had stopped playing. It wasn't until the release of Heavensward that I would then create my own character and continually invest in ~~the greatest money sink of my life~~ the wonderful XIV community.

In-game, I specialize in creating new glamour sets for my character and will most likely be found spending hours in /gpose trying to get the perfect shot. (Please read Freya's photo guides, they're *soo* helpful!) If you're from Primal Exodus or are visiting our world and happen to cross paths with me, please hang around and say hello! More often than not I'll probably end up /gposing with you, take numerous photos of us together, and then send them to you via Discord!

Outside of XIV, I am currently working towards a career in healthcare. My current hobbies include writing, drawing, photography, producing music, surfing, and cooking. I believe in the pursuit of adventure and self-growth. I also believe that trying something new—whether it results in a good or bad experience—leaves you more knowledgeable and open-minded than you were before.

AVIANNE VEADAUX

AVIANNE VEADAUX

SIREN | PROOFREADER

Hey everybody! I'm Avianne, a new member at GPOSERS, and I'll be working on the Quality Assurance team! I look forward to being a part of this great community and helping ensure you get the best reading experience possible.

I've only just begun Final Fantasy XIV six months ago, so I haven't been playing as long as many others. Nevertheless, I was immediately hooked—far more rapidly than I had expected—and the game quickly became a big and important part of my life. While I primarily play bard, I've recently given tanking a spin, and now I consider dark knight my other main job. Working on black mage has been my next project, so soon I'll be setting everything on fire as well!

Aside from running dungeons and messing around with friends, I was thankfully introduced to the /gpose feature early on. As someone who likes to dabble in photography here and there, I was thrilled to find out XIV had something catered toward photographers. Like anyone else, it took time and practice before I had a good handle on it, and finding out about GShade only enhanced the experience for me. Now when I've put together a new glamour or find just the right location, there's a good chance you will find me spending quite a bit of time in /gpose.

I play as Avianne Veadaux, a Miqo'te on Siren. If you ever happen to see me around, don't be afraid to swing by and drop a hello!

CLARE QUARANTASETTE

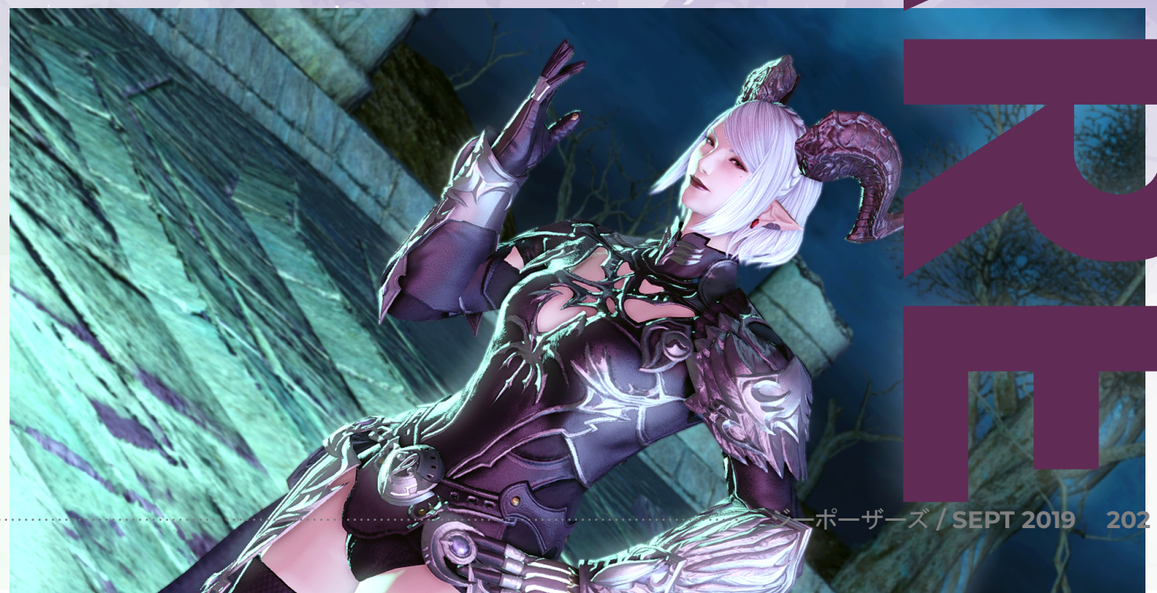
RAGNAROK | ARTIST

Hello everyone! I am Clare, one of the GPOSERS artists, and I play on the Ragnarok server! I started playing Final Fantasy XIV in February of 2016 when the Midas patch dropped. I remember it well, because the first thing I did after finishing the Main Scenario was throw myself into savage raiding. Raiding and improving my job knowledge are my main in-game activities, but I also spend a lot of time searching for new glamours and new ideas for housing!

I had the opportunity to join the staff after the magazine released an article about my art in one of the past issues! My main focus at the moment is drawing characters I see around Eorzea, but in my free time I also do fanart of NPCs or simply characters I like from different comics.

I am a fashion design student, so drawing people with extravagant outfits helps me improve my creativity. Character design is one of my main hobbies and I look forward to making it my real life job!

If you are on the Chaos data center, do not hesitate to say hi! I am one of the few female Elezen so I am (unfortunately) pretty visible!



FAIRE

LADY

ARKANA

LADY ARKANA

PHOENIX | DESIGNER, ARTIST, AUTHOR

Well hello there! I am British and play on Phoenix as Lady Arkana, however my internet handle is Grey Fantasies. Needless to say, I look forward to the debate you have with yourself as to which name to call me by.

I have been playing Final Fantasy XIV since patch 3.1 after my brother bought me the Heavensward expansion. I was a bored and lonely university student with too much spare time on my hands. XIV became the perfect time sink and a great place to meet people. I started drawing fan art in August of 2017, then picked up designing and writing a year later.

I have been a healer main since picking up the game, starting with white mage and transitioning to scholar. I also enjoy dark knight, dragoon, and summoner, but I prefer to keep other physical jobs with my male alt character (yup, I am one of those players with alt characters in a game where you only need one. Don't @ me.).

Thanks for reading, and I hope to see you around!

LEEJA LLEN

LAMIA | PHOTOGRAPHER, AUTHOR

Heya everyone! I'm Leeja Llen, and I play Final Fantasy XIV on the Lamia server. I've been playing MMOs for a very long time, but XIV has been a huge part of my life these last 4 years. I started playing with my fiance in 2015, and together we've made some amazing memories and met lifelong friends along the way.

I came to XIV from World of Warcraft, so what immediately drew me in was the level of detail in this game. I immediately started taking photos and shared them on the Lamia Facebook group. That's where I stumbled across ReShade for the first time and well... the rest is history. I began to take more photos and improved in quality over time. One day, a friend told me about the GPOSERS Discord. I was so glad to finally have a place to share my photos with people who enjoyed taking them as much as I did! I am thrilled to be a part of this project and to share my love of XIV and in-game photography with all of you!

When I'm not playing XIV, I can be found taking numerous photos of our cat, Mister C, and either watching a new television show on Netflix or reading a good book with a cup of coffee.

On top of being a photographer for the magazine, I also write a monthly housing article. The housing community in XIV is absolutely amazing. I'm always stunned to see what new and unique ways people have found to use the items we're given. I have the most fun when I'm designing a new layout for a house or yard!

Anyway, that's me in a nutshell! I hope if you see me in-game you'll come say hello. I'm always looking forward to meeting new people and making new friends! Please don't be alarmed if you see me as a new race once a month. I've been told I have quite the fantasia addiction...

THE PHOTOSMITH

THE QUESTION OF COLOR

PART ONE

WITH FREYA BLOODMOURNE

Hello GPOSERS! Freya “The Photosmith” Bloodmourne here to bring you a deeper look into a pretty intense concept in art and photography. The use of color can be a lot of fun, but can also be frustrating. Last December I provided a crash course in the basics of color theory, but for this new guide series we’ll be diving even deeper into these concepts and break them down in an easier-to-digest way. I will also provide lots of examples to help visualize what we’re doing and inspire creativity for your next adventure in /gpose! Join me as we dig into the question of color!

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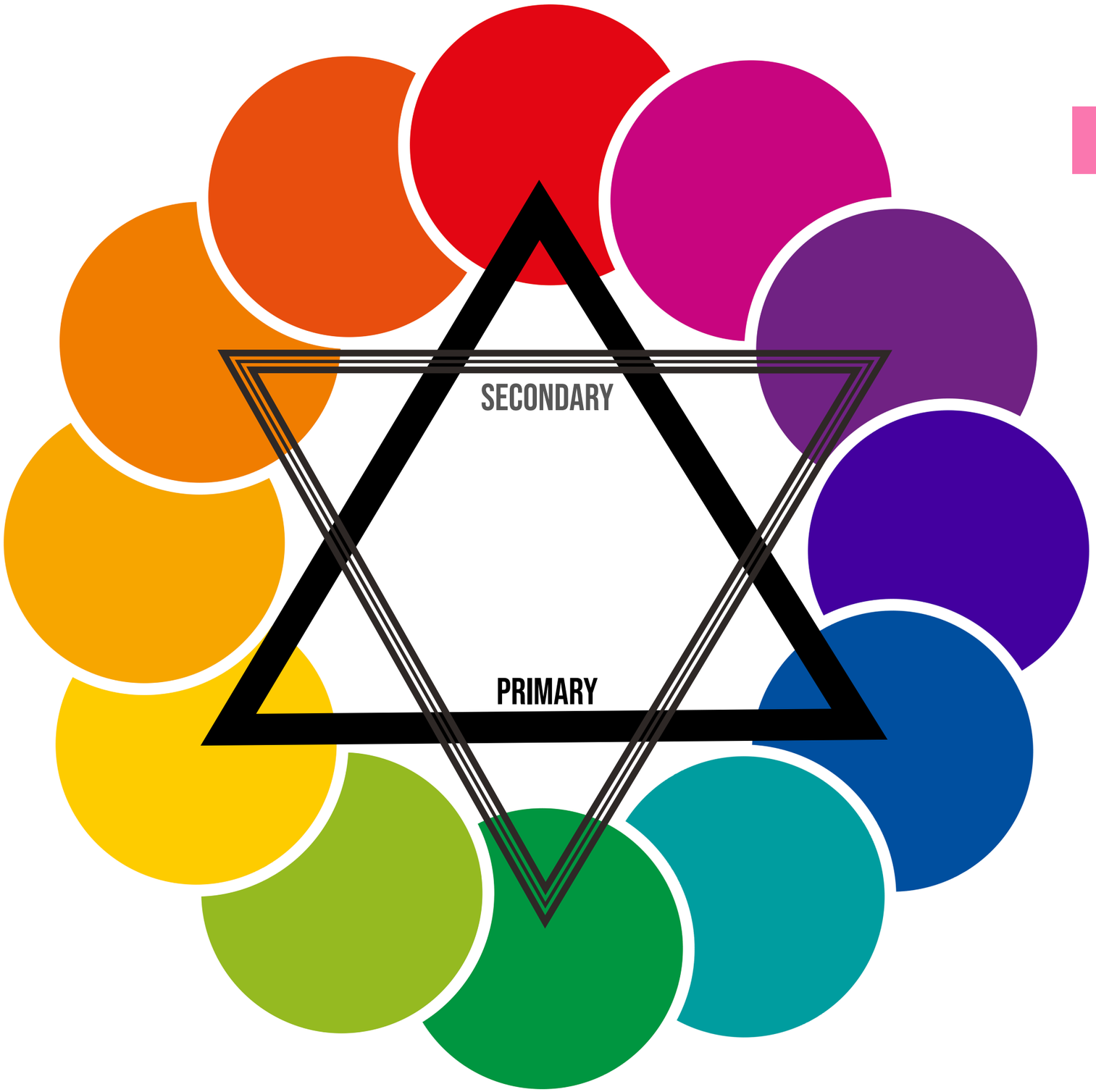

FIRST THINGS FIRST: THE COLOR WHEEL

If you read the December 2018 guide, you might recall this wonderfully frustrating color wheel. It's both beautiful and complex, but it accurately describes color and how each relates to the other. Having a basic understanding of the relationships between colors will set you well on your way to enhancing your images in a big way.

This is a pretty common wheel you will see in various places, but it breaks down the 12 colors and the various shades that break down further in a really great way. There are three primary colors and three secondary colors; these are the most important. The *primary colors* (red, yellow, and blue) are labeled as such because they cannot be created by mixing other colors. The *secondary colors* (violet, orange, and green) are the perfect blends of two primary colors next to each other on the wheel. By removing or adding more of an adjacent primary color, you will achieve a partially different hue—a *tertiary color.*

Okay Frey, that's cool and all, but where are you going with this? With this understanding, we can now move forward with the various relationships in color as well as its implementation in planning your glamours and screenshots! With this out of the way, let's look at our first color relationship in this series: analogous color relationships. This will be our sole focus for this guide!

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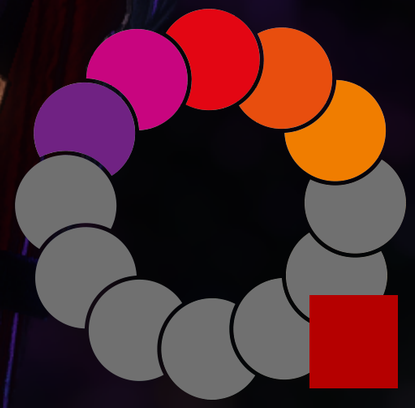
ANALOGOUS COLORS

Analogous color relationships are colors that lie next to each other on the color wheel. The first step in building your palette is to set an anchor color you wish to use. This will determine the colors that will help you build out the rest of your palette. I have 6 examples to share showing these relationships in action: one for each primary color and secondary color. Many thanks to my fellow staffers at GPOSERS for providing glamours and assisting me in obtaining these for you! We'll start at the top of the wheel with the primary color red as our anchor, moving clockwise around the wheel after each example.



RED

Here we have Kiyo in red. Looking at the wheel, we see the secondary colors violet and orange which I then incorporated in the background of the shot.

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ORANGE

Next, we have Hatash in orange, one of our *secondary colors.* Looking at the wheel, we see that the colors red and yellow lie next to orange, so those were the colors I incorporated into the shot. Did you notice something? The colors red and orange are present in both of these first two shots. This is because I try not to stray much farther than the nearest primary or secondary color from my anchor color to ensure my analogous relationships remain strong while limiting the number of other colors present.

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YELLOW

Next on the list is Alma in yellow, another primary color! Notice the secondary color orange is adjacent as well as the secondary color green!

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GREEN

Next up is Minty in green! Notice the two analogous colors. Yellow is still present, but we've moved to the coolest primary color, blue! Yes, that's a color pun, and no, I'm not sorry.

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BLUE

Keeping it cool is Biggie Wonderland in blue! You may recognize him showcased in a previous issue, but notice the color green, and also note that we're coming back around to violet on the wheel!

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VIOLET

Last, but certainly not least, is our beloved Berry in Violet. We have officially come full circle on the wheel incorporating blues and reds into the shot!

CONCLUSION

These examples of analogous color relationships are just the tip of the iceberg in regards to color. There are more shades of color than the primary/secondary colors, and you can incorporate them effectively while maintaining the analogous palette. I personally recommend not straying farther than the primary or secondary color present to the left or right of your chosen anchor color on the wheel to maintain the true relationships between your colors! Please look forward to a different relationship for discussion in the next guide!

Thank you all so much for taking a moment to check out my guide, I hope it helped you understand color better! Looking for a place to share screenshots, connect with other artists, or have questions about /gpose? Join our Discord and become a part of our growing community of fans who love Final Fantasy XIV and the /gpose feature!

Happy Gposing!

Photosmith Freya

FULL-TIME PHOTOSHOP SKILL=FFECTS

SKILL LEVEL: EASY

Hello all! Welcome back to (finally) another Photoshop guide! I know it's been a minute, but it's as they say: c'est la vie. Now, some months back we took a look at setting up an "action" scene with Freya. His Photosmith guide went over configuring proper lighting and camera angles while the Photoshop guide covered editing the shot with cinematic color grading. This time, however, I want to take another look at the action aspect and turn it into a battle between two adversaries. We'll take a dive into editing in some cool aesthetic effects, as well as creating our own battle effects! Grab your screenshots, your Photoshop/editing software of choice, and get comfy.

I've enlisted the help of the wonderful Minty Mathis to be a stand-in for this picture. As you can see, she is a fearsome black mage while yours truly is playing the role of a samurai. Our location of choice is Lakeland, in the Laxan Loft. She is casting Fire III whilst I dodge certain death with Hissatsu: Yaten (skill effects set to off). I've gone ahead and done some minor touch-ups to prepare the screenshot for editing such as contrast and adding a vignette. Colors and depth of field are courtesy of GShade. With the set up out of the way, let's get started!

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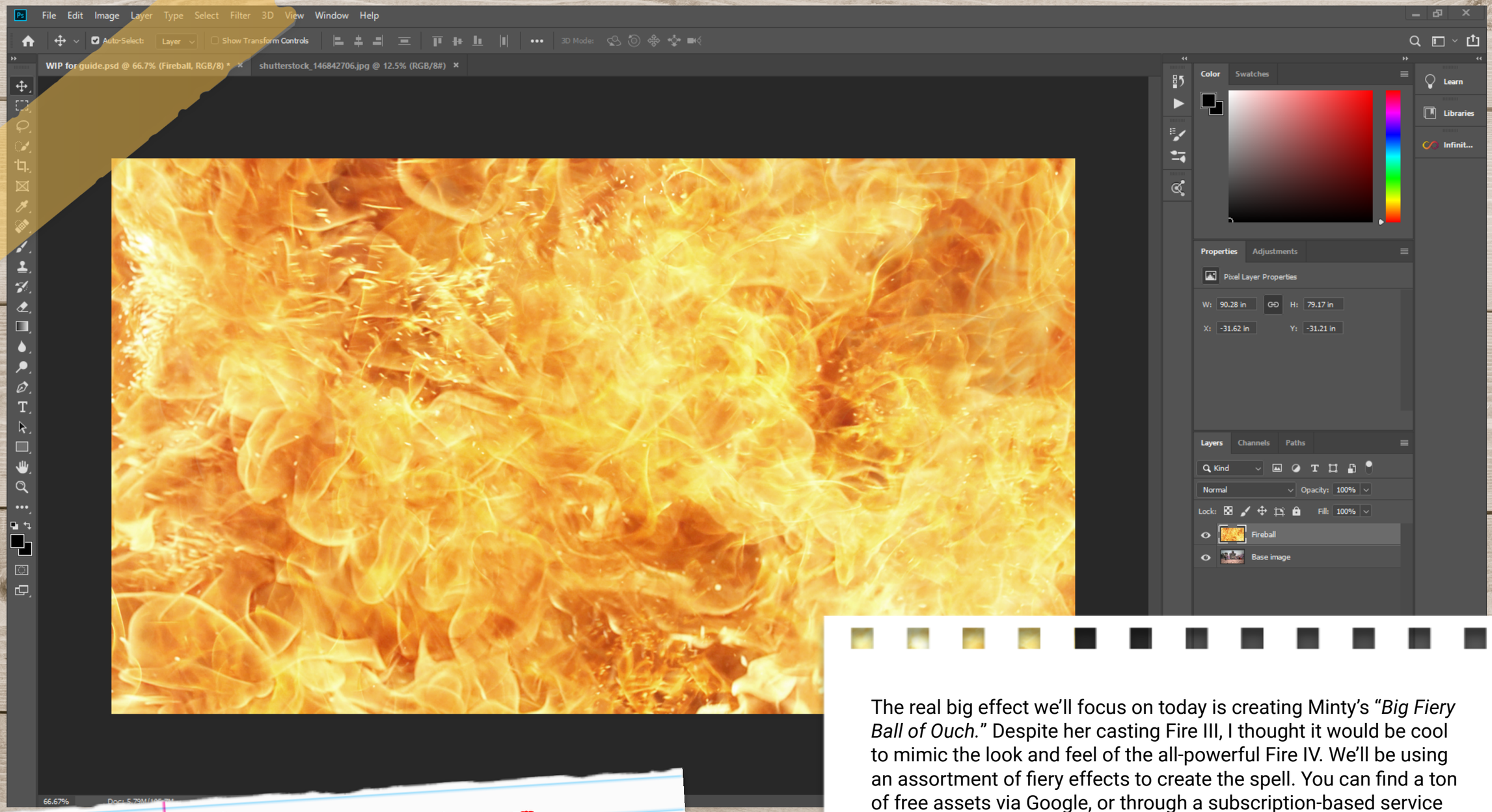

STEP ONE

The real big effect we'll focus on today is creating Minty's "*Big Fiery Ball of Ouch.*" Despite her casting Fire III, I thought it would be cool to mimic the look and feel of the all-powerful Fire IV. We'll be using an assortment of fiery effects to create the spell. You can find a ton of free assets via Google, or through a subscription-based service such as **Shutterstock.** Our fantastic designer Yomi was kind enough to donate some Shutterstock assets for me to use for this tutorial. For now, let's open one such image of choice, and drag it (with the **move tool**, keybind **V**) onto our canvas containing our screenshot. It should show up as a new layer. I'll name this layer *Fireball* for the sake of organization.

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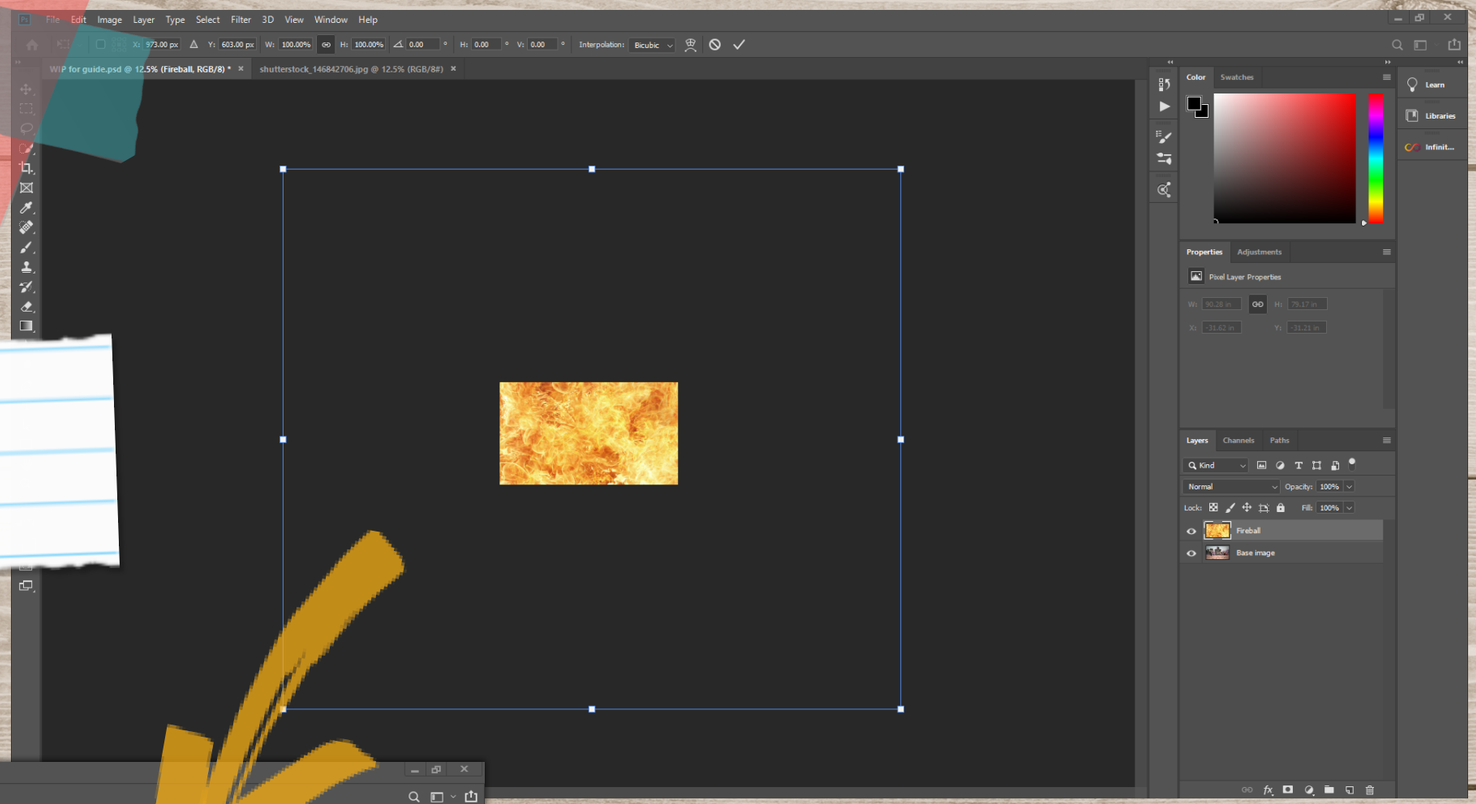
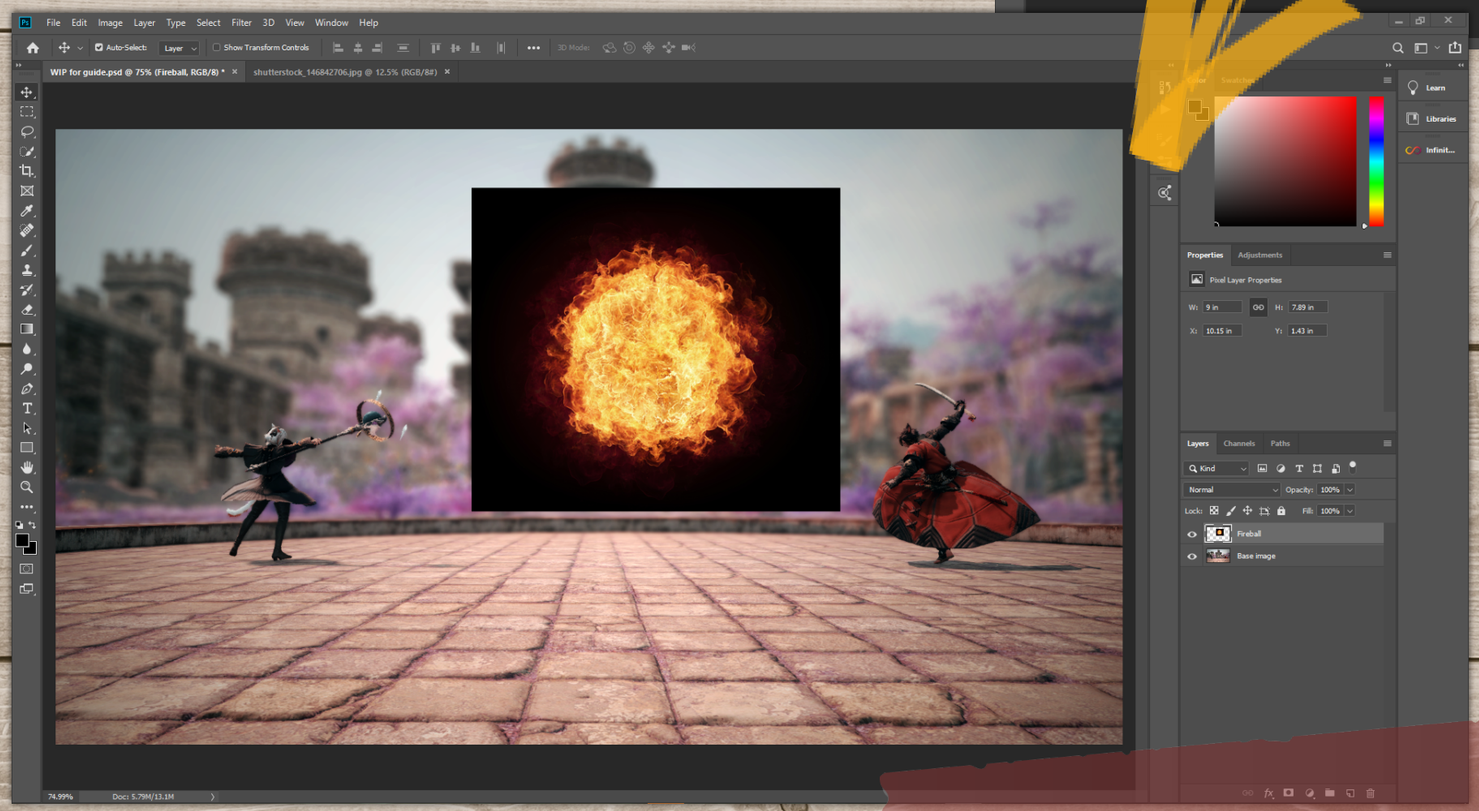
STEP TWO





Depending on the size of your image, you'll need to resize it to fit your screenshot. Zoom out with **Ctrl/ Cmd + -**, then with your image selected, press **Ctrl/ Cmd + T** to initiate the transform function. Drag and position your image to where you want it, then hit **Enter** to lock in those changes. You can always rearrange/resize as needed!

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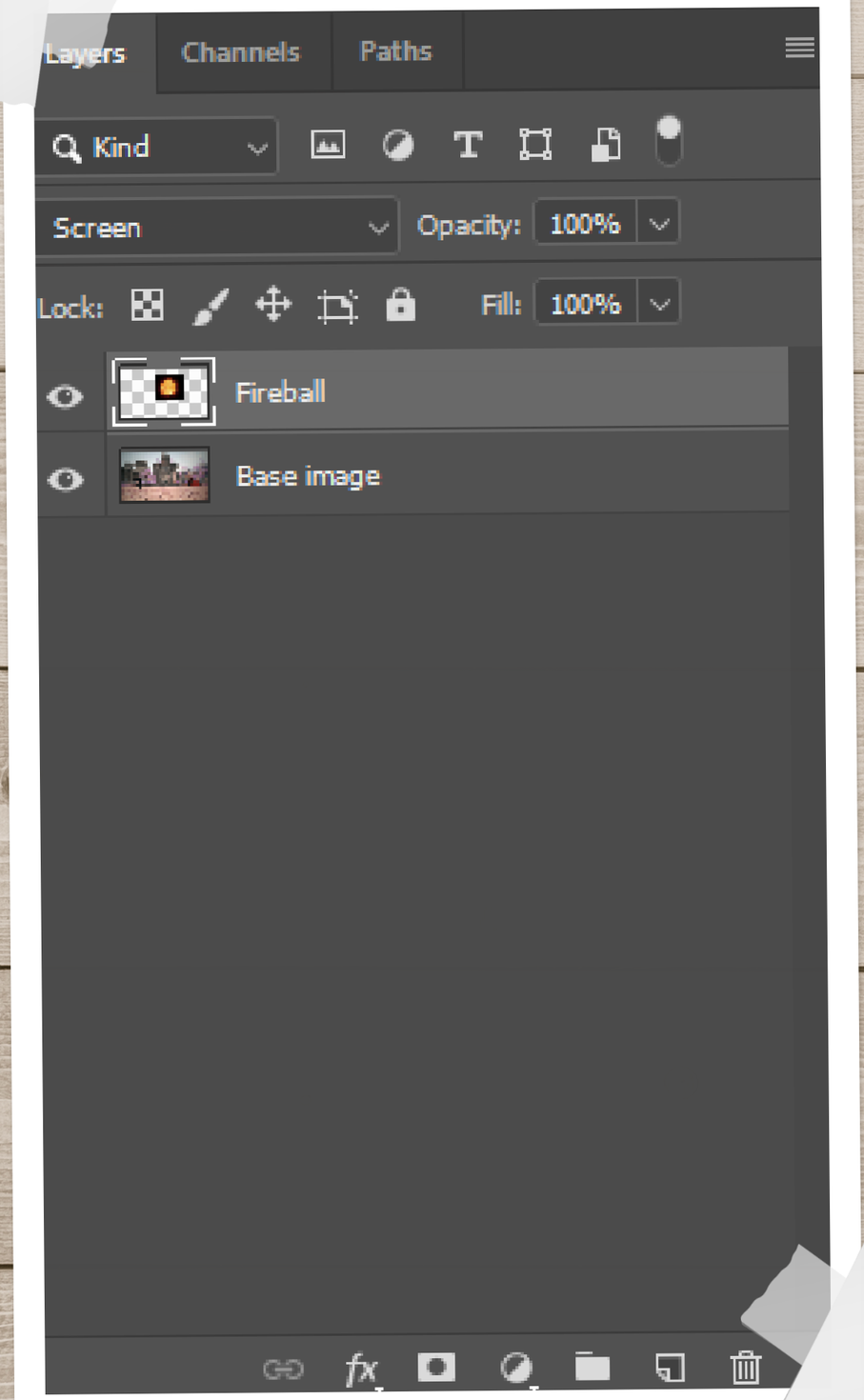
STEP THREE



If your image is like mine, with a black background, no worries! It's an easy fix. Set your image's blend mode to **Screen**. This will erase the black parts from your image, leaving you only with your skill/spell effect. You may find that your image is now a little harder to see. Simply duplicate the layer with **Ctrl/Cmd + J** until you get a strength you are happy with. If your image does not have a black background, simply **duplicate** as you see fit. Since I'll be layering on more images, I'll only duplicate my fireball once.

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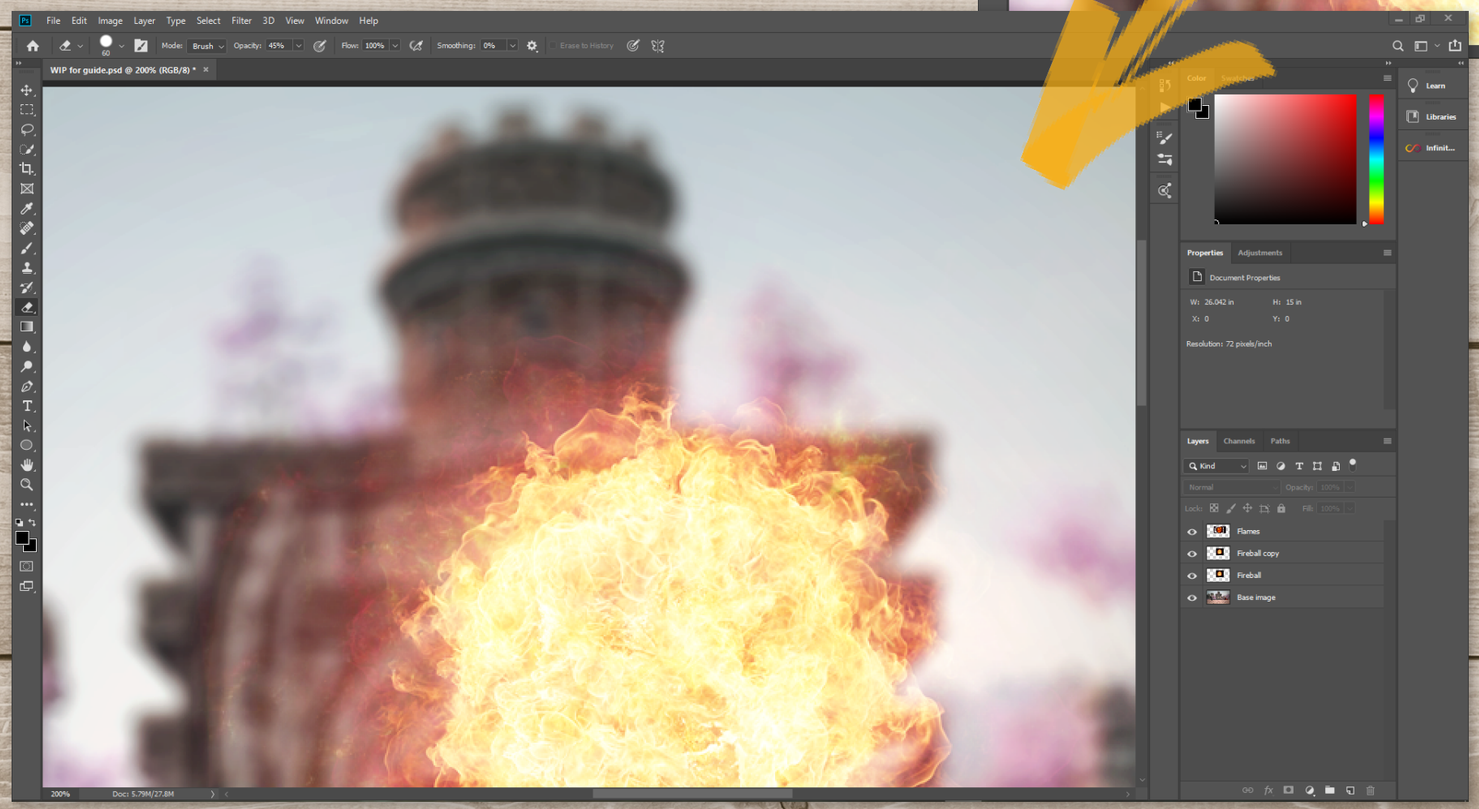
STEP FOUR



Since the process is basically the same, I've gone and skipped ahead a few paces. Keep layering on images until you get an effect you're happy with. You may wish to play around with opacity and fill to add some variation to your spell. In the event that some images still have a slight border even when set to screen, you'll need to erase those manually. Select your **eraser tool** with **E**, and set the **opacity** to around 40-50%. Then, simply brush away those ghostly borders.

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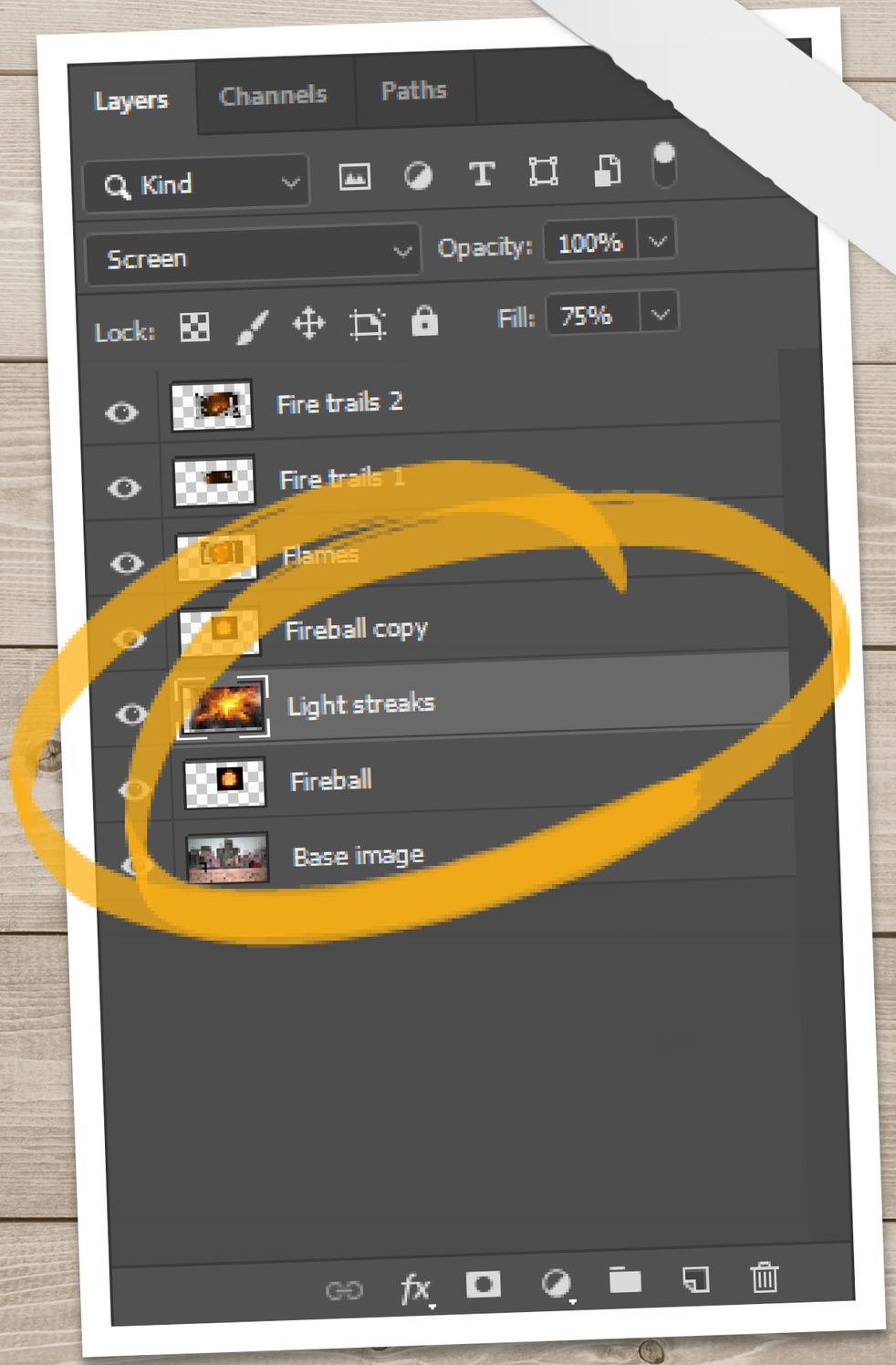
STEP FIVE



Our fireball of pain and suffering is coming along nicely, but it needs a bit more...oomph. To do that, I'll be using another image of some light streaks to imitate light emitting from the fire. It's the same deal here too, set the blend mode to **Screen** and resize as necessary. The only extra thing to watch out for is the strength. If you find it too overpowering, mess around with **Opacity** and **Fill**. I set my fill to 75%. Experiment with layer placement as well—drag the image up and down in the layers panel to see what looks best.

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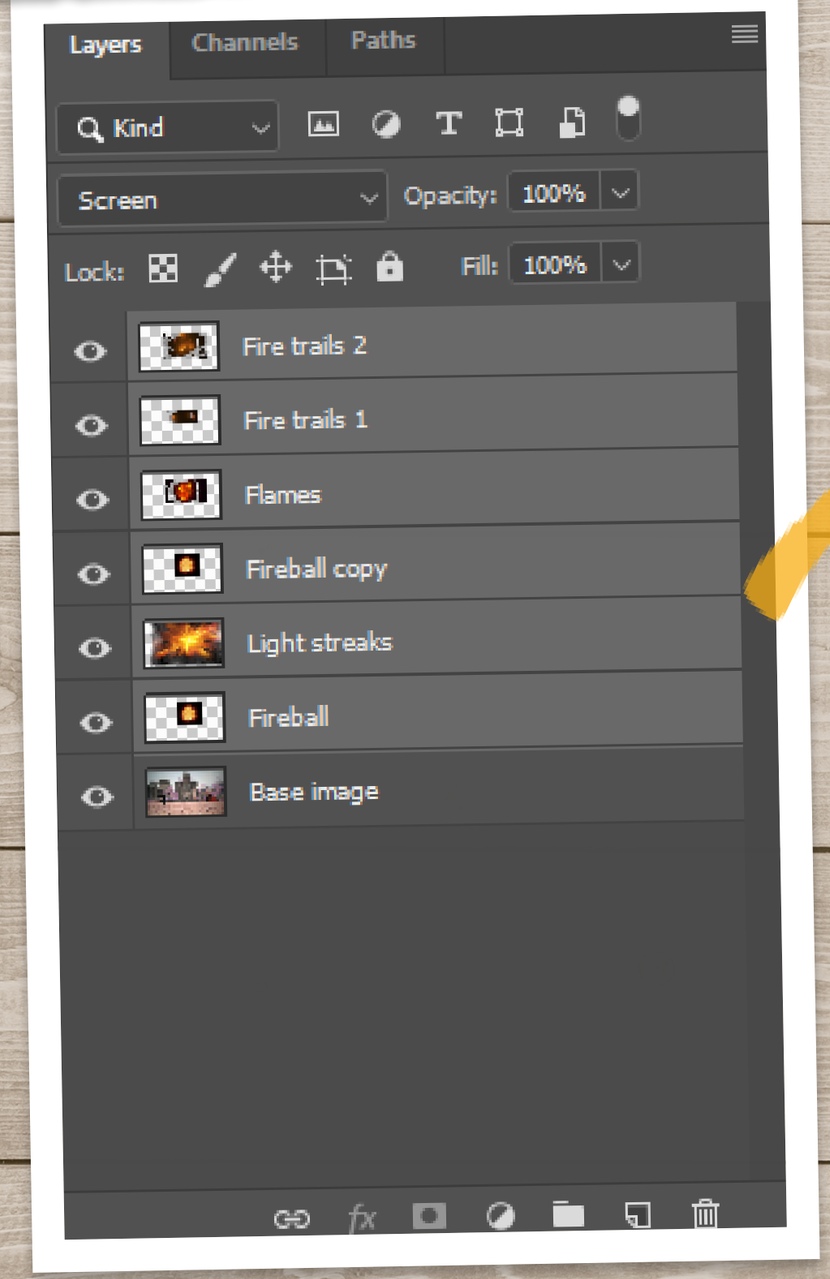
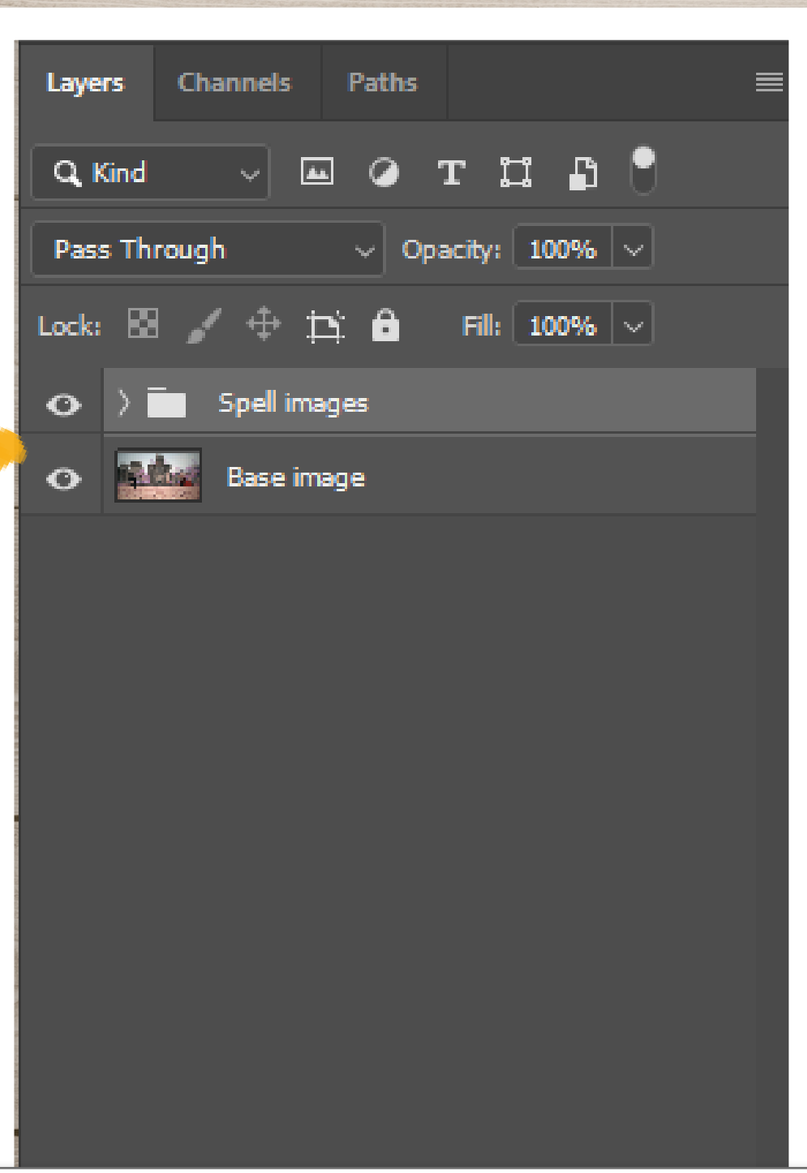
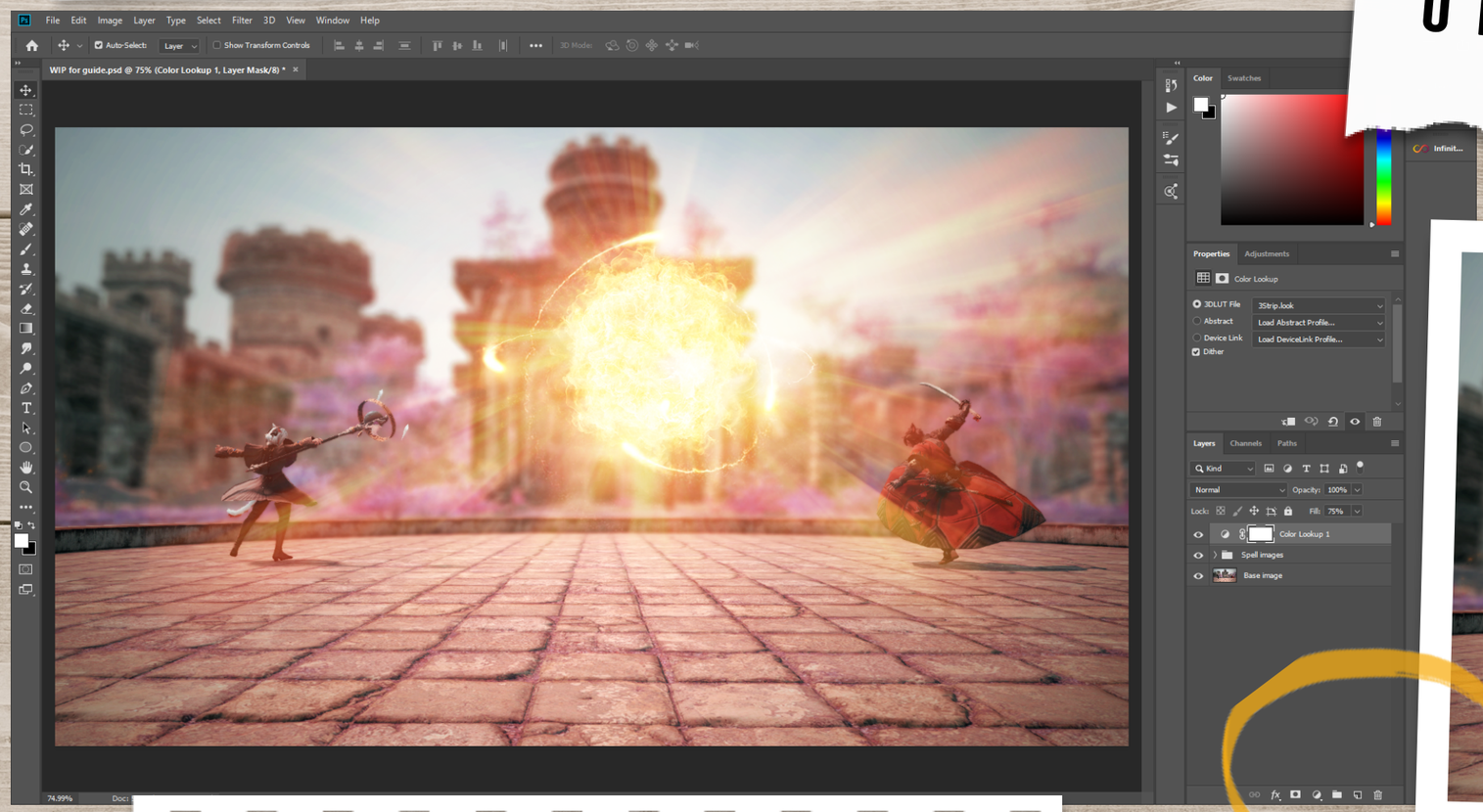
STEP SIX





Now that your skill or spell is coming together, you may wish to group up your images to better keep track of them. To do this, we'll select our top-most image and then click on our bottom one while holding **Shift** to select all the layers in between. Then, press **Ctrl/Cmd + G** to group them all together into a folder. Clicking on the folder will expand its contents so that you can go back and edit as needed.

STEP SEVEN



By now your spell effect should pretty much be done! But we do need to blend everything together color-wise. We'll do that with a Color Lookup Table, or **LUT** for short. You can click on the adjustment layer icon at the bottom of the layers panel, or go to **Layer -> New Adjustment Layer -> Color Lookup.** In the LUT menu, click the top drown-down menu and mess around with some LUTs. I chose "3Strip" as I liked the contrast and warmth it added to the overall image. If the LUT is too strong, adjust the fill. Mine is set to 75%.

OPTIONAL EDITS TIME

If you really want to go all out (just this once), you can add as many images as you want. I went ahead and added a cool little lighting effect to Minty's staff, as well as added in a shadow to the fireball for realism. Go nuts!

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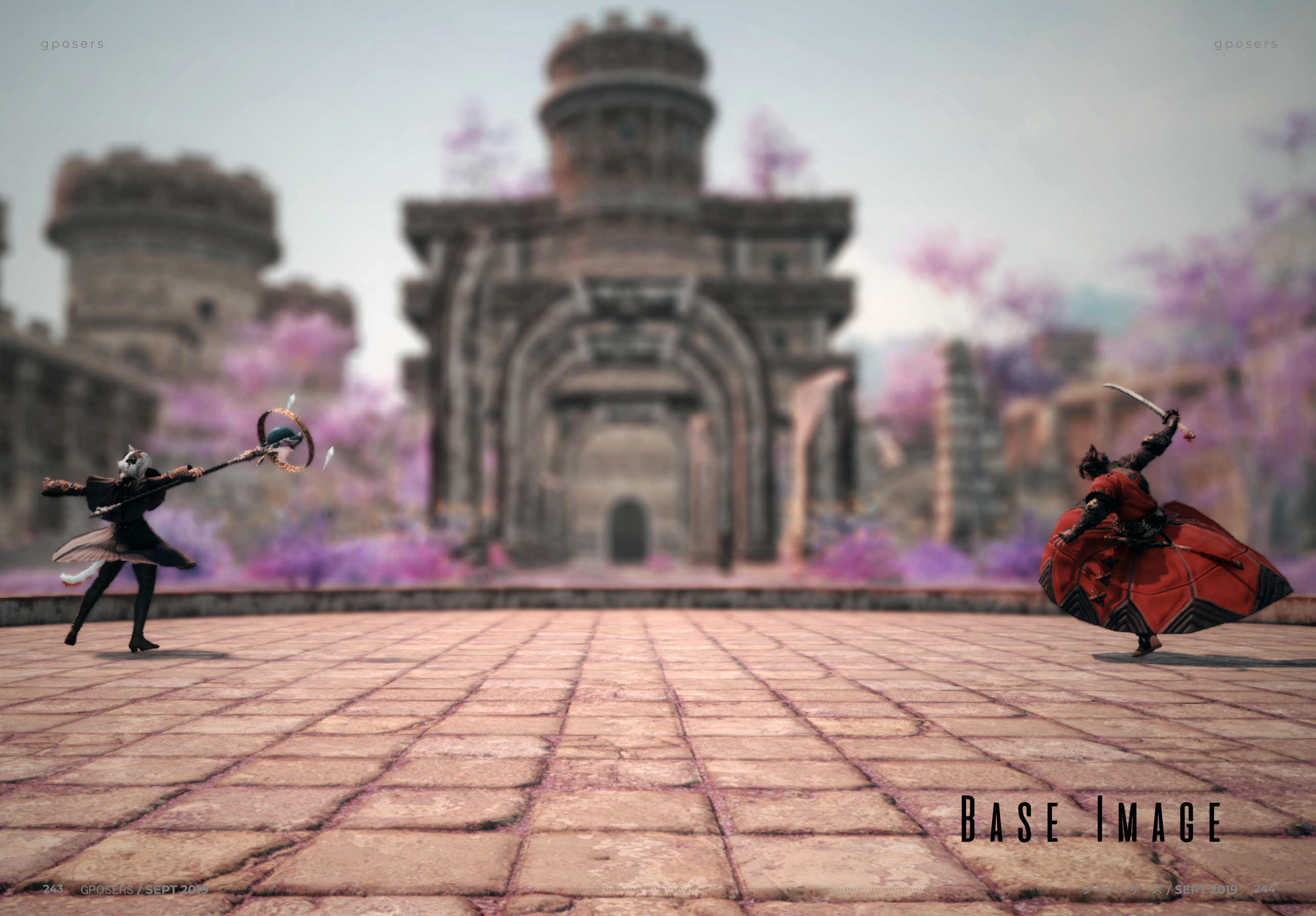

Base Image

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Final Image

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And that's it! Your spell is complete. Poor Samurai Senpai, about to get toasty and roasty...

Anyway, I hope you all enjoyed this take on action scenes! There is so much you can do to elevate your action shots, from using images to create spell effects all the way to painting them on with brushes. Experiment around with it, see what awesome dynamic screenshots you can come up with.

Of course, be sure to share those edits with me and the rest of the community on our Discord! I absolutely love seeing them. Until next time!

Full-time Senpai

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Interested in joining the **GPOSERS Staff Team?** Inquire about our many roles and positions, and come join the bright group of editors and content creators as we continue as a community!

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